

VALKYRIE PROFILE 2[®]

SILMERIA

COVERS PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

SQUARE ENIX™

Written by Adam Deats and Phillip Marcus

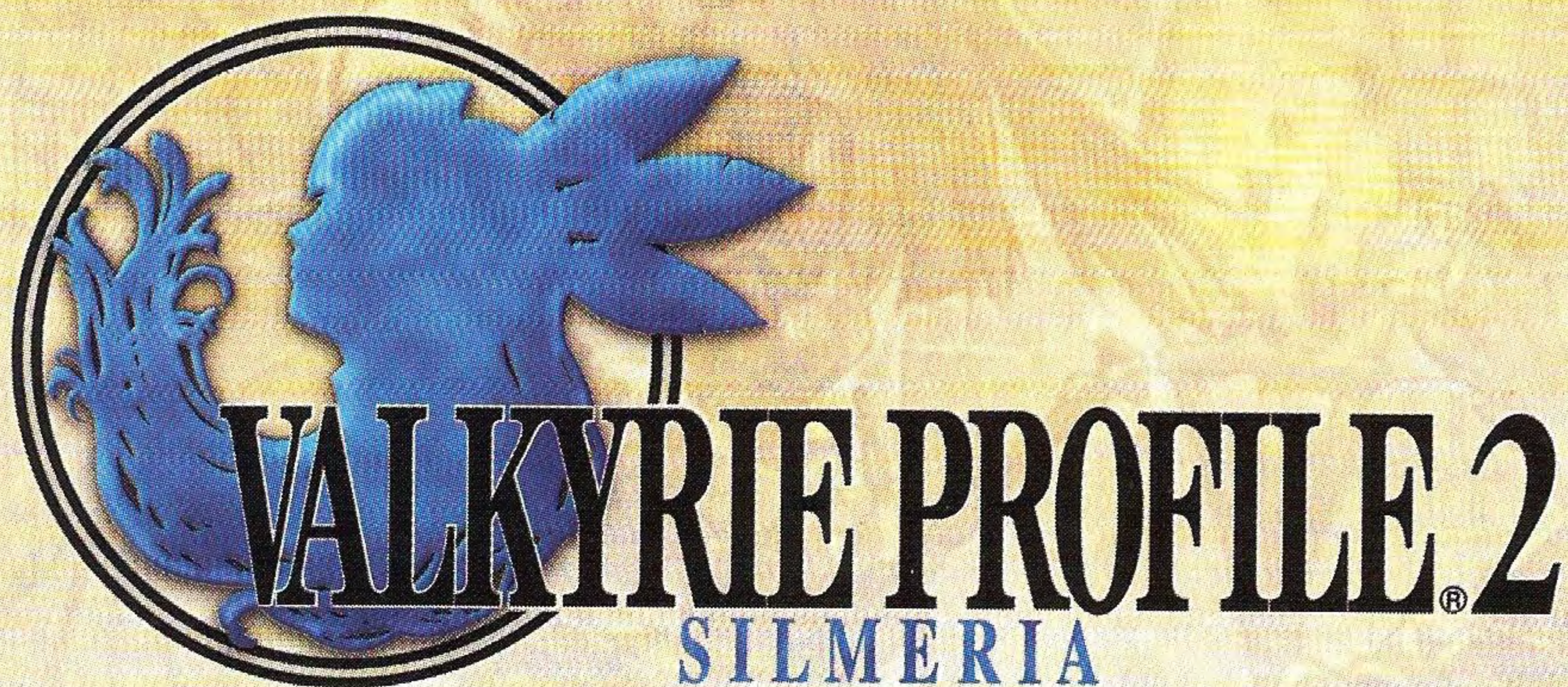


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Introduction

In 2000, North America got its first taste of the sleeper hit *Valkyrie Profile*, a stunning two-dimensional role-playing game that melded platforming elements with the most beloved fundamentals of traditional RPGs. It quickly garnered adoration amongst RPG lovers, many of whom believed it to be one of the most involving RPGs ever produced.

Six years later, we're graced with a sequel to this beloved series. In *Valkyrie Profile 2: Silmeria*, you play as Alicia, an abandoned princess whose body is haunted by the soul of Silmeria, a Valkyrie who opposes the tyrannical wishes of Midgard's gods. Pursued by Hrist, a rival Valkyrie still loyal to the gods, the bound pairing of Alicia and Silmeria hopes to flee to the kingdom of Dipan, Alicia's former home and host to a rogue empire that directly opposes the gods.

Valkyrie Profile 2: Silmeria breathes new life into the previous game's successful formula with an action-oriented twist. Combat now involves positional elements that encompass speedy movement and a plethora targeting options to debilitate an enemy's limbs. The result is a game that contains both the statistic-building elements of RPGs and the rapid pacing and quick thinking of most action games.

This is an all-in-one reference to the second chapter in the *Valkyrie Profile* series. The "Training" chapter covers the game's basic functions and provides expanded strategic options for their use. The walkthrough leads you through the main storyline on the most efficient path. When you need in-depth information on individual items and weapons, characters, or enemies, refer to this guide's "Divine Armory," "Forces of Light," and "Forces of Darkness" chapters, respectively.

With the virtues of this guide elucidated, make use of its wisdom and set forth on your journey through the lands of Midgard!



Training

Gameplay Information

Valkyrie Profile 2: Silmeria is an action RPG with light platforming elements. Flowing through two separate game types smoothly and dynamically, the player traverses dungeons and towns on a 2-D plane using jumps and enemy-freezing photon shots to avoid obstructions. Once you initiate a battle (by making contact with an enemy within a dungeon), the game changes to an action-oriented mode with 360-degree movement. Once you defeat the enemies on the battlefield, the game returns to platforming mode and you can continue exploring the dungeon.

This chapter is designed to explain game play dynamics from a strategic perspective. Rather than a replacement for the game manual, you should consider this chapter a companion to it. If you seek elaboration on a game play element, or if you don't understand part of the game mechanics, we hope this chapter will set you straight.

Towns

The game starts with Alicia standing outside a waiting room in Solde. This is the first town available for exploration, and you'll find that most towns are laid out in a similar manner. Towns like Solde offer a variety of services that can help your party when it's in a pickle. The townsfolk are useful for collecting information about the happenings in the world around you.



If you're nice enough, some may even give you items to help you on your journey. Items and information are everywhere, so take the time to examine every nook and cranny a town has to explore.

Inn

For a small price, the local Inn provides your party with a place to rest. Sleeping at an Inn completely revitalizes your party and cures its members of any harmful affects and afflictions. This



includes a complete restoration of HP and the treatment of all harmful status effects. Pay a visit to the Inn any time your party needs a pick-me-up—it's well worth the price of admission.

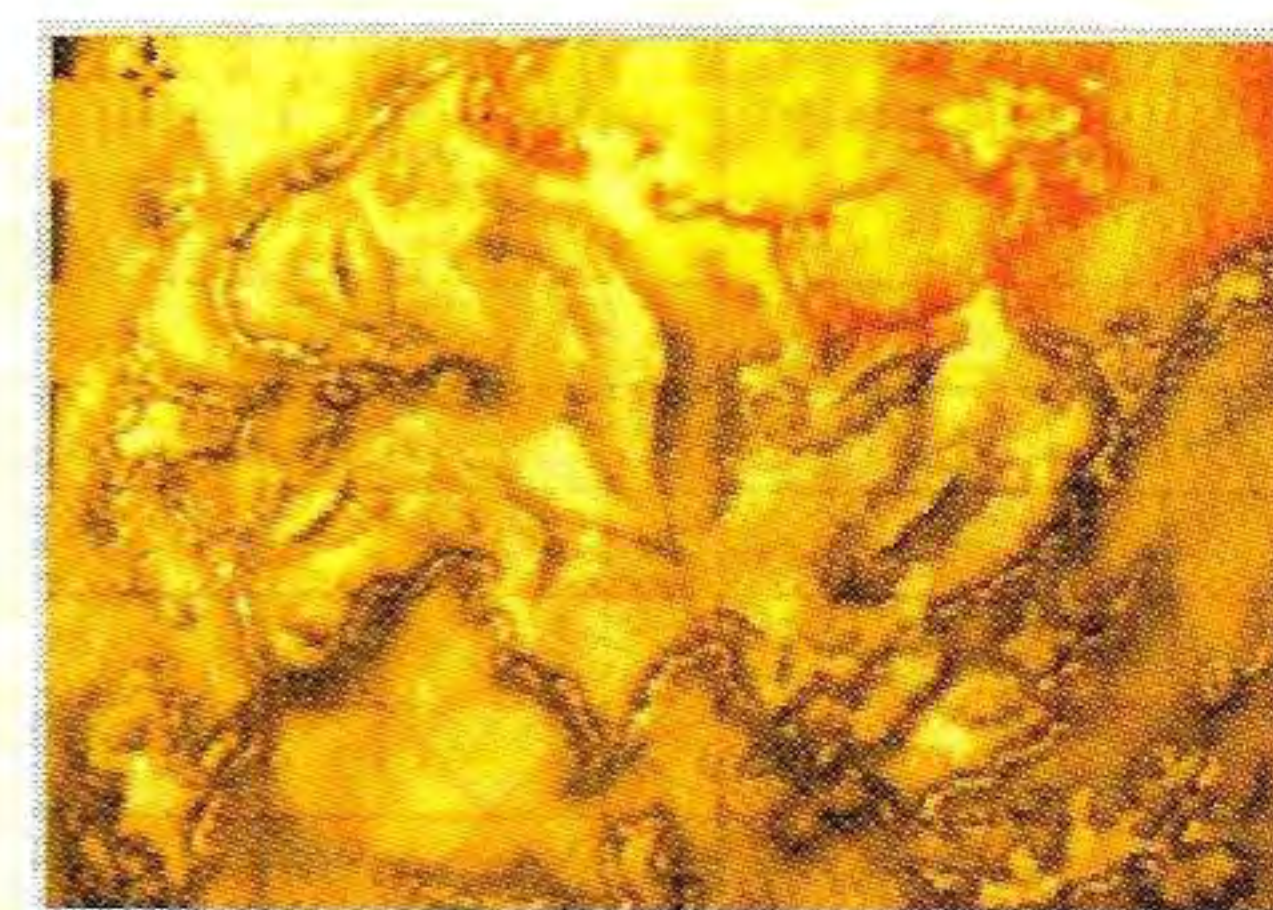
Armory

You can purchase or sell equipment and usable items at the town Armory. Items here come in five categories: weapons, armor, use-items, accessories, and Valued Customer Items. You cannot initially buy Valued Customer Items. You must first purchase a large number of wares from the shop. Furthermore, you must sell specific items to the shopkeeper for the item in question to be made. When you select a Valued Customer Item, the items you must sell to the shopkeeper in order to obtain it are listed at the bottom of the screen. Generally, you gain these prerequisite items as drops from enemies that lurk around local dungeons. Use this guide's "Forces of Darkness" chapter to locate enemies that drop the items you need.



Map of Midgard

After you leave town, you're presented with an overhead map of the land of Midgard. From here, you can enter various dungeons and towns by moving the cursor over them and pressing the \times button. Pressing the \odot button brings up a larger version of the map showing Midgard's three main areas. You can zoom in on an area by selecting it with the Left Analog Stick and then pressing the \times button. Although you initially have to travel from area to area via dungeons, you can buy maps for each of these regions later in the game, enabling you to move between areas via the overhead map.



Field Map

Once you enter a dungeon, the game switches back to a 2-D-style control scheme. This screen is called the Field Map, which is always used for dungeons and towns. The main purpose of a dungeon is to obstruct your path and keep you from making it to the end of the maze. The following section discusses Alicia's means to jump over, freeze, or combat obstacles or enemies attempting to keep her from completing her objective.



Controlling Alicia

Jump

Press the button. Hold left or right on the D-Pad to jump in the corresponding direction.

Getting to higher ground may be just as easy as pressing the button. Doing so causes Alicia to jump, which is useful for reaching elevated platforms or for avoiding grounded enemies.



Slash

Press the button. Hold up or down on the D-Pad to slash in the corresponding direction.

Alicia can draw her sword and swing it in front of her. Attacking enemies in this manner gives you positional advantage in Battle Mode (refer to the "Battle Mode" section for details). Alicia's sword attack is also helpful for releasing crystallized enemies from their confinement and breaking down fragile walls.



Projecting Photons

Press the button. Hold up or down on the D-Pad to fire photons in the corresponding direction.

Pressing the button discharges a bolt of energy. This projectile is called a photon, and it has various uses within a dungeon. Hitting an enemy with a photon encases it in a crystal for a short period of time. Touching a crystallized enemy does not trigger a battle. You can move crystals by walking against them, or you can use them as a platform. Firing a second photon at a crystallized enemy causes Alicia to swap positions with it, essentially causing her to teleport. After she rematerializes, you can make her jump in midair by holding the jump button. This is useful for reaching elevated areas that are too high to reach with a normal jump. Photon projection is the key to solving many puzzles scattered throughout the game, so become familiar with its many uses.



Field Map Enemy Types

Enemies that appear on the Field Map serve as weak representations of their counterparts that appear during Battle Mode. These representations come in various incarnations with slightly different characteristics. The following list describes some of the general enemy types that lurk inside dungeons.

Walking

Slow-moving and easy to crystallize, this is the most common enemy type in dungeons. You'll often crystallize walking enemies to get to small ledges that you can't reach with a jump.



Flying

Flying enemies tend to dive at you once you move within range. When crystallized, these enemies remain airborne, enabling you to use them as floating platforms.



Crawling

In most cases, it's extremely difficult to hit these critters with photons. You can't hit them with forward shots; you must aim downward at them when they're near your feet. They also tend to move very quickly, so these punks are responsible for most of your unexpected enemy encounters.



Mini Bosses

A mini boss takes the form of a giant creature on the playing field. You can't use photons to encase them, and you usually can't jump over them. In most cases, fighting with them is inevitable.



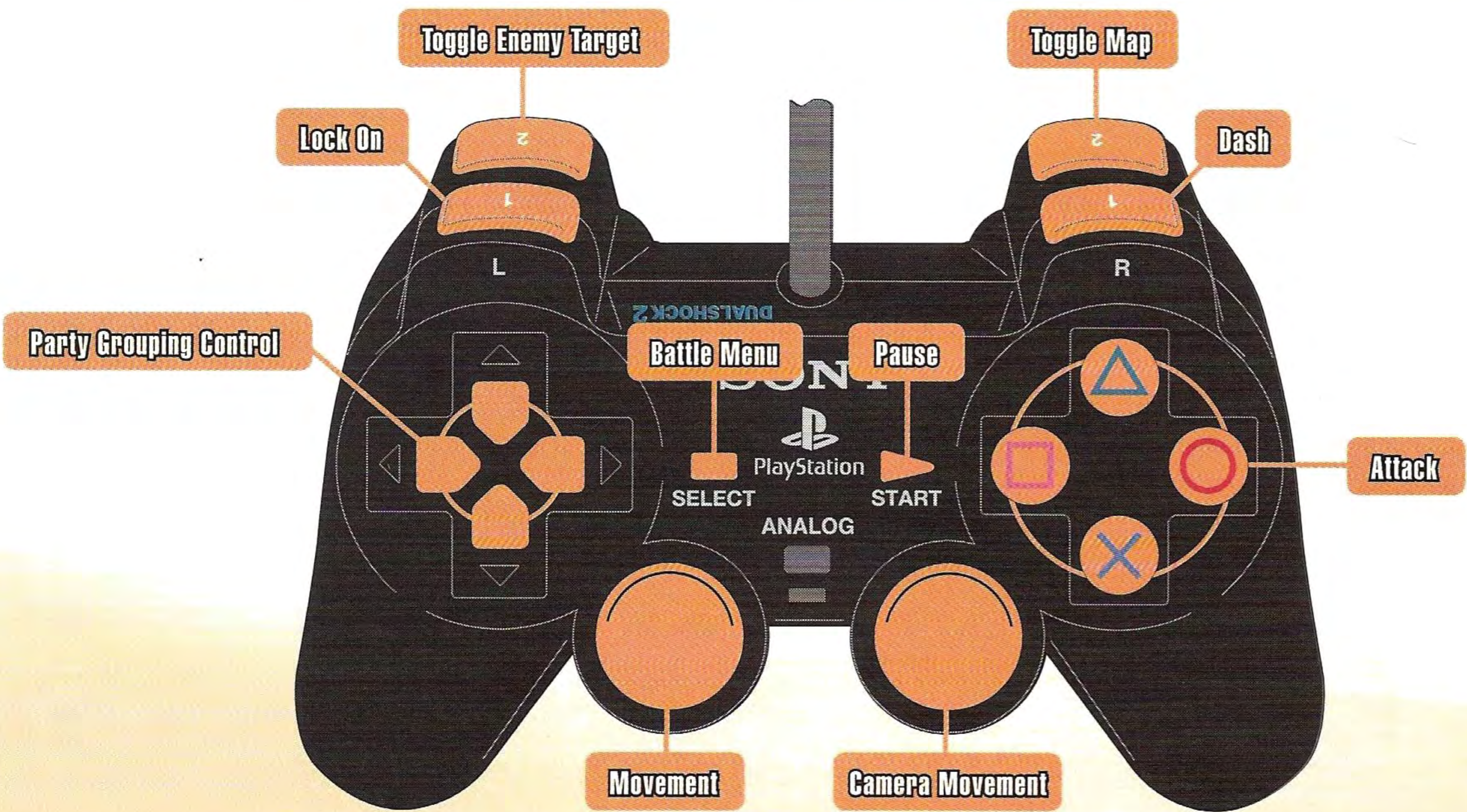
Traps

Many of the treasure chests within dungeons are rigged with traps. These traps are sprung when the chest is opened. A small pause occurs just before a trap triggers, giving you a visual cue that something dreadful is about to fly out of the chest. You can react to this signal by immediately walking away from the chest, allowing you to avoid most traps. However, arrow traps are an exception; you must jump vertically as the arrow is released. Traps come in six flavors, each of which inflicts a different harmful effect to your party. The following chart outlines the trap types and their methods of mayhem.

Trap Type	Effect
Arrow	Fires a deadly arrow toward you. Deals light damage to entire party.
Poison Arrow	Fires a poison arrow toward you. Deals light damage and inflicts poison to entire party.
Poison Gas	Emanates noxious fumes that inflict poison.
Confusion Gas	Emanates noxious fumes that inflict confusion.
Cold Gas	Emanates icy air that inflicts the freeze condition.
Bomb	A powerful bomb explodes in the air. Deals heavy damage to all party members.

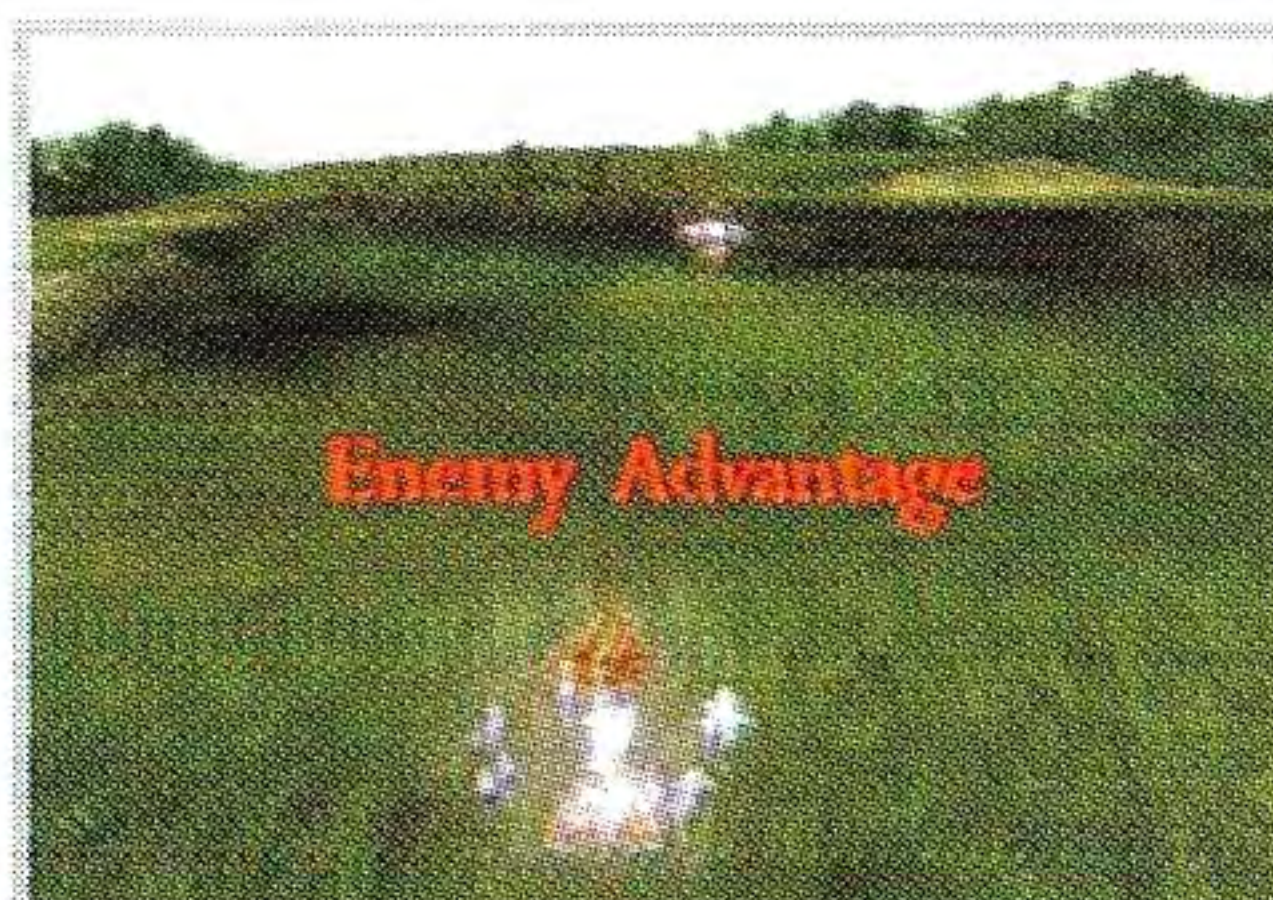
Combat Mechanics and Tips

Controls



Encounter Types

Touching an enemy on the Field Map initiates Battle Mode. The way you approach enemies on the Field Map changes the battle's starting conditions. If you walk into an enemy head-on, there is a 50% chance you will start with 100% AP, and a 50% chance you will start with 0 AP. If you slash an enemy with Alicia's sword, you start with 100% AP. Unfortunately, you suffer a disadvantage if an enemy contacts you from a negative position, such as accidentally jumping on top of an enemy, or if the enemy approaches you from behind. In such cases, you start the round with an empty AP gauge, and the battle begins with your enemy surrounding you. Be aware of your surroundings and initiate combat with Alicia's slash attack to gain a strategic advantage.



Combat Dynamics & Flow

You can achieve victory on the battlefield in two ways: by defeating all the enemies in the fight, or by destroying the enemy leader. An enemy leader is designated by a gold medallion just to the left of its HP gauge; press L2 and examine the enemies on the field by using the D-pad. Once you defeat the leader, the entire enemy party is dismissed, leaving you victorious without having to fight the entire force.

Fighting consists of avoiding your enemy's attack radius while attempting to move close enough to issue your own attacks. A red patch of color on the ground defines your foe's attack radius, while a yellow circle surrounding your party designates your attack radius. When an enemy's attack radius marker is transparent, your enemy is not ready to attack. You can walk through your enemy's attack radius unharmed during this period. As soon as the attack area starts to glow, you're vulnerable to attack, and any step inside that radius initiates an enemy assault. The key to victory is avoiding your enemy's attack radius with careful movement and the Dash technique (refer to the Dash discussion later in this chapter), while positioning yourself close enough to stage an assault at the right moment.



Variable Attack Radius

Your active attack radius varies depending on the number of characters in your party. Lone party members have an incredibly short attack radius, while four-member parties can attack from a much greater distance. Always keep this in mind when you work with smaller parties; you may have to get a little closer than usual to mount an offense.



Action Point Gauge

The yellow gauge below your HP bar is called the Action Point (AP) gauge. Any action, whether it's an attack, a Dash, a spell, or the use of an item, expends a small portion of this bar. Once your AP gauge is fully depleted, you cannot initiate an action, leaving you completely vulnerable to enemy attack. Specific activities refill the AP gauge. First, movement slowly increases AP with each step. Second, defeating an enemy in battle restores 80% of your AP meter. Finally, there's the AP Charge (press and hold L3), which quickly regenerates your AP on the spot at the cost of lost time; enemy movement persists while you use the AP Charge. To help safeguard your party, expend AP cautiously so that it's always readily available.



Movement Mode

During periods in which you take no action, time stands still; neither you nor your enemies commit actions. Once you begin to move (or initiate some other action), your foe is likewise able to act. Remember this crucial concept in your efforts to circumvent enemy attack radii. You don't have to rush your actions; you can avoid your enemy's attack radius methodically, thus minimizing accidents that expose your party to attack.



Dash

At the cost of 15 AP, pressing the R1 button while you hold any direction initiates a quick Dash maneuver. This technique is specifically useful for eluding an adversary's attack radius. When you initiate a Dash while time is frozen, foes cannot move while it executes. Furthermore, crossing a hostile attack radius *during a Dash* does not expose you to enemy attack, *so long as you exit said radius before the Dash terminates*. If the Dash terminates *within* a foe's attack radius, you will be vulnerable to attack.

Dash Length	R1 Input Time
Short	1 second
Medium	1.75 seconds
Long	2.5 seconds

You can string together multiple Dashes in any direction so long as you have enough AP to do so. It's also possible to cancel your

Dash and segue into performing an attack if your attack radius touches an enemy. You can even choose between three different dash lengths by varying the duration in which you hold R1.



Attack Mode

When an enemy enters your attack radius, you can initiate Attack Mode by pressing the X, Y, A, or B button. Each button represents a different character in your party, as designated onscreen via button symbols and character portraits. A character performs an attack when you press the button assigned to him or her. You can initiate multiple attacks with the same character as long as you have enough AP. The moves you equip in a character's attack menu determine the attack he or she performs. You can equip up to three attacks per character, allowing you to string them together back to back. Attack Mode ends when you stop inputting commands for an extended period, or after your AP is exhausted.



Combinations

Using the variable character combat system, you can attack with multiple characters in succession. Simply press the characters' buttons sequentially, according to the order in which you want them to attack, before the combo meter resets (the number at the left corner of your HP gauge). The attacks within a sequence must come in quick succession, or the combo meter will reset.

Combos have a few limitations. First, combinations can continue only as long as AP is readily available. Once your AP gauge is empty, the attack sequence ends. Second, each character can perform only one attack sequence per combo; this sequence can include all three of the character's equipped attacks, although this is not mandatory. However, once his or her sequence finishes, that character must wait for the combo to end before he or she can attack again. Other characters can continue the combo, but again, each character can be used only once within a single combination.

An item called the Divine Time Giver alters some of these limitations. This item allows you to use characters more than once per attack round. However, AP usage doubles for every character that performs the same attack twice. This is a small price for such a powerful ability, as it increases the odds of destroying an enemy in a single attack round.

Example Combo



Combo Merits

Combos aren't just a cool-looking way to inflict damage; they offer a variety of benefits. For example, the combo counter isn't just for show. Its tally acts as a damage modifier to Soul Crush techniques.



So, the larger the hit count, the more damage the subsequent Soul Crush attacks deliver. Furthermore, using combos to hit enemies when they are in debilitated situations reaps benefits in the form of experience points or AP.

Aerial Hits: Magic Crystals

Hitting enemies while they're airborne causes magic crystals to fall from their damaged bodies. These crystals increase the amount of experience you receive at the end of the battle. The crystals are also a currency used to return Sealstones to a nearby Earthvein. When it comes to building your party's strength, aerial combinations are vital for speeding up the process.



Grounded Hits: Purple Gems

Attacking enemies as they lie on the ground causes purple gems to drop from their bodies. These gems immediately increase the amount of available AP. Combos built around grounded hits *increase* AP as the combination commences, enabling



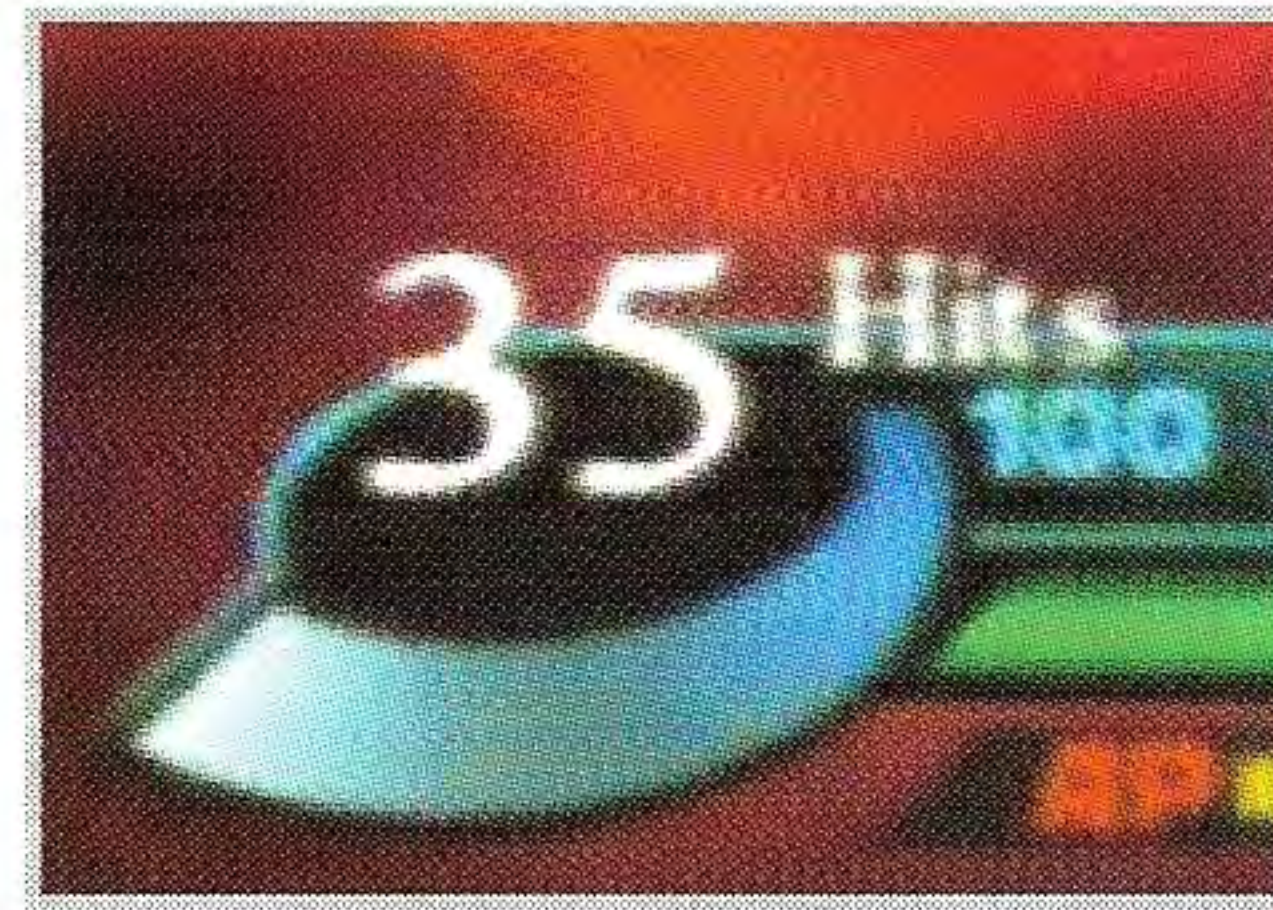
you to prolong the combo significantly. You can also use the extra AP to Dash away from your enemy after an attack. This is a great tactic against enemies that can quickly turn and lock in on your position as soon as your attack ends.

Soul Crush Techniques & Great Magic

Directly to the left of your HP gauge, you'll see a blue number with a bar that extends around the combo counter. This bar rises as you land consecutive hits in a combo. When the gauge reaches 100%, you gain the ability to perform a powerful special attack called the Soul Crush. For sorcerers, it's called Great Magic. This attack activates just as your attack turn ends. As it initiates, a new screen appears, prompting you to select the character you wish to perform the attack.

The Soul Crush technique often inflicts massive damage, making it perfect for ending combos. In addition to its strength, the Soul Crush partially refills the special attack gauge when it hits, leaving the window open for subsequent Soul Crushes if the gauge reaches 100% again. Unfortunately, each

character can perform the Soul Crush only once per combo. So, you can unleash a maximum of four per combination (one Soul Crush per party member).



Building a Useful Array of Combos

To build a great combo, you should try to use only enough AP to deal with the situation at hand. Additionally, combos designed to deal maximum damage should be based around grounded hits, while combos using aerial hits are appropriate for farming experience points. Strategic spell use in combos is also very important; it's usually best to start combos with a spell because an enemy cannot defend against it with a guard. With regard to Soul Crush techniques, try using the weaker multi-hit special attacks in the beginning to keep the special attack gauge at maximum. Use stronger Soul Crush techniques as the combo's final hit in order to take full advantage of the damage modifier.



Build combinations that deal great damage while keeping your AP at reasonable levels. Don't settle for sloppy strings of random button inputs; a well-planned offense could mean the difference between victory and defeat.

Enemy Body Parts

Every piece of an enemy's body can be damaged. When you deliver enough damage to a body part, the limb is destroyed. Eliminating a specific limb can cripple your enemy in some manner. For example, chopping off a sword-wielding enemy's arm eliminates the bulk of its attack power. In some instances, cutting off your enemy's legs completely eliminates its ability to do anything at all!

Some body parts are well defended by the armor a creature wears. Body parts defended by pieces of armor flash blue when you attack them. Armor eventually falls off after you attack it enough. However, the time you lose attempting to remove that armor often costs your party a lot of HP. Look for body parts that lack this sort of defense and attack them instead. You'll find the tail, back, or legs to be common enemy weak spots. Attacking some body parts may seem difficult at first, but it depends on the attacks you have equipped. Many attacks

specifically hit your enemy's legs, which is usually a difficult spot to target. That being the case, it's important to find attacks that hit specific body parts. The following chart lists a few attacks that target specific enemy body parts.



Body Part	Attack Name
Head	Cutting Edge (Alicia), Absolute Glance (Dylan), Sweep Dive (Heavy Warriors)
Torso	Spiral Pierce (Alicia), Mist Phantom (Light Warriors), Stardust (Archers)
Left Arm	Sideswing Cut (Hrist), Dreaded Radius (Heavy Warriors)
Right Arm	Wrenching Swing (Arngrim), Armed Break (Heavy Warriors), Holy Smite (Light Warriors)
Legs	Turnaround (Alicia), Gale Winds (Alicia), Surprise Throw (Light Warriors)

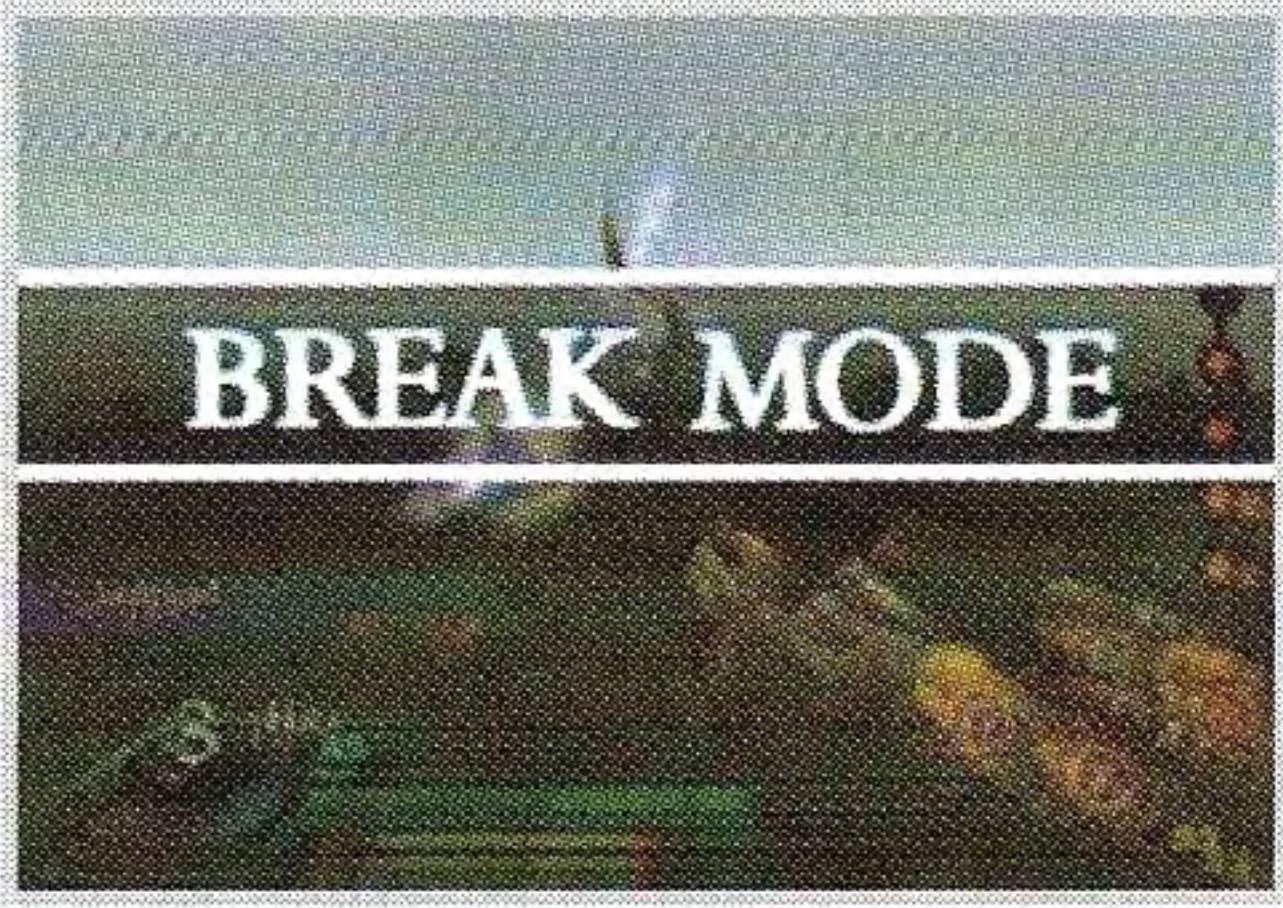
Item Accumulation

Enemies drop various types of items. The items they drop are not always random; a percentage chance to receive a certain item is sometimes linked to destroying a particular body part. Use the enemy lists in this guide's "Forces of Darkness" chapter to learn which items are linked to specific body parts.

Break Mode

Occasionally, after you lop off an enemy's limb, you'll enter a state called "Break Mode." In this state, your party gains the ability to chain together an indefinite number of attacks without worrying about AP loss. This mode lasts until the flashing bar overlapping your AP gauge dissipates. Rapidly cycling through each of your characters in succession is the easiest and most basic way to exploit Break Mode's massive damage capabilities.

Normally, Break Mode's base occurrence rate is -70%; that is to say, it cannot occur. However, this percentage rises by 5% every time you slice off an enemy's body part. Once this percentage crosses over 0% into positive territory, Break Mode has a chance to occur when you remove an enemy's limb. The upper limit of Break Mode's occurrence rate is 80%, and it resets back to -70% once Break Mode occurs. This occurrence percentage is tracked individually between characters, so if multiple characters build their percentages high enough, it's possible to perform multiple Break Mode combinations consecutively.



Break Mode Trigger Conditions

1. Break Mode randomly occurs when an enemy's body part is removed.
2. Its occurrence rate accumulates individually between characters.
3. It's possible for a separate character to initiate Break Mode while you're already in Break Mode with another character.
4. When an enemy's HP is lower than 50% or less than 75% of an enemy's body parts remain intact, Break Mode will not occur.
5. Break Mode's chance of occurrence resets to -70% after it transpires.
6. A character's individual Break Mode occurrence percentage is persistent. In other words, the Break Mode percentage that a character builds up endures, even when you swap out party members or travel to another area.

Manipulating the Occurrence Rate

There's a trick to collectively raising your party members' Break Mode occurrence percentages without triggering it and thus resetting an individual's chance to -70%. Curiously, it involves fulfilling the conditions that *prevent* Break Mode from occurring in the first place. First, have one of your characters reduce an enemy's HP to below 50%, or eliminate at least 25% of its body parts. This creates a condition in which Break Mode *cannot* occur. Next, have a second character join the fray to slice off the foe's remaining body parts. This enables you to build up each character's occurrence percentage without worrying about Break Mode actually triggering. In a sense, you're "saving up" each character's probability to trigger Break Mode, thus giving you at least limited control over when and where Break Mode occurs. When you're ready to use Break Mode, equip skills like Break Up to increase Break Mode's overall occurrence rate. By using Break Mode in this manner, it's possible to completely annihilate boss characters without the risk of even taking damage.

Break Mode Occurrence Rates Based on Conditions	
Number of Body Parts Removed	Normal Rate
0	-70%
1	-65%
2	-60%
3	-55%
...	
28	70%
29	75%
30	80%
Number of Body Parts Removed	Occurrence Rate w/ Break Up Skill Set
0	-30%
1	-20%
2	-10%
3	-0%
...	
28	60%
29	70%
30	80%

Battle Menu

Pressing the SELECT button while in combat opens the Battle Menu. From here you can swap out weapons, use magic, or employ a healing item on a fallen character. Keep in mind that some actions within the item menu consume AP. Additionally, items or spells cannot be used in succession; a small cool-down period goes into effect once either is used. This period is designated onscreen with the word "Menu" crossed out in red, which floats next to the Extend Gauge. Once that symbol disappears, it's then possible to use your Battle Menu once again.



Rearm

Selecting the Rearm option from your Battle Menu enables you to swap out your equipped weapon. This is invaluable, considering the various effects weapons have against specific creatures. For example, if your current weapon is useless against an enemy that's immune to physical attacks, then equip a weapon with elemental properties to effectively deal damage to it.



Field Magic

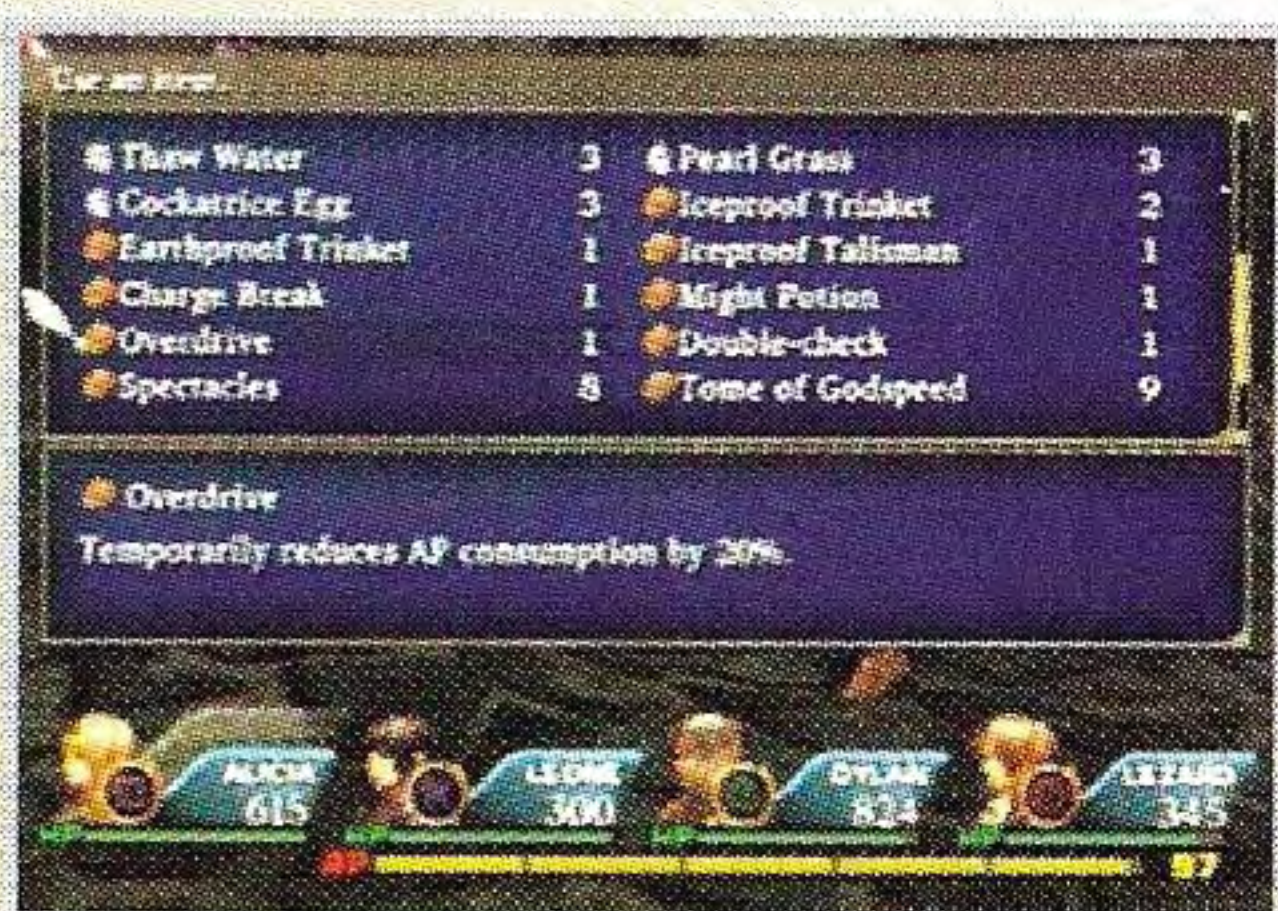
Spells used through the Battle Menu come in two flavors: offensive and defensive. Offensive spells consist of various attacks that deal damage or inflict negative effects on your enemy. Some offensive spells affect a large portion of the field, enabling them to hit multiple enemies simultaneously.



Defensive spells encompass a wide variety of healing and status-building magic. Regardless of the spell type, both consume AP. Carefully note your position when you use spells; you may not have the AP reserves needed to Dash to safety if an enemy is nearby.

Items

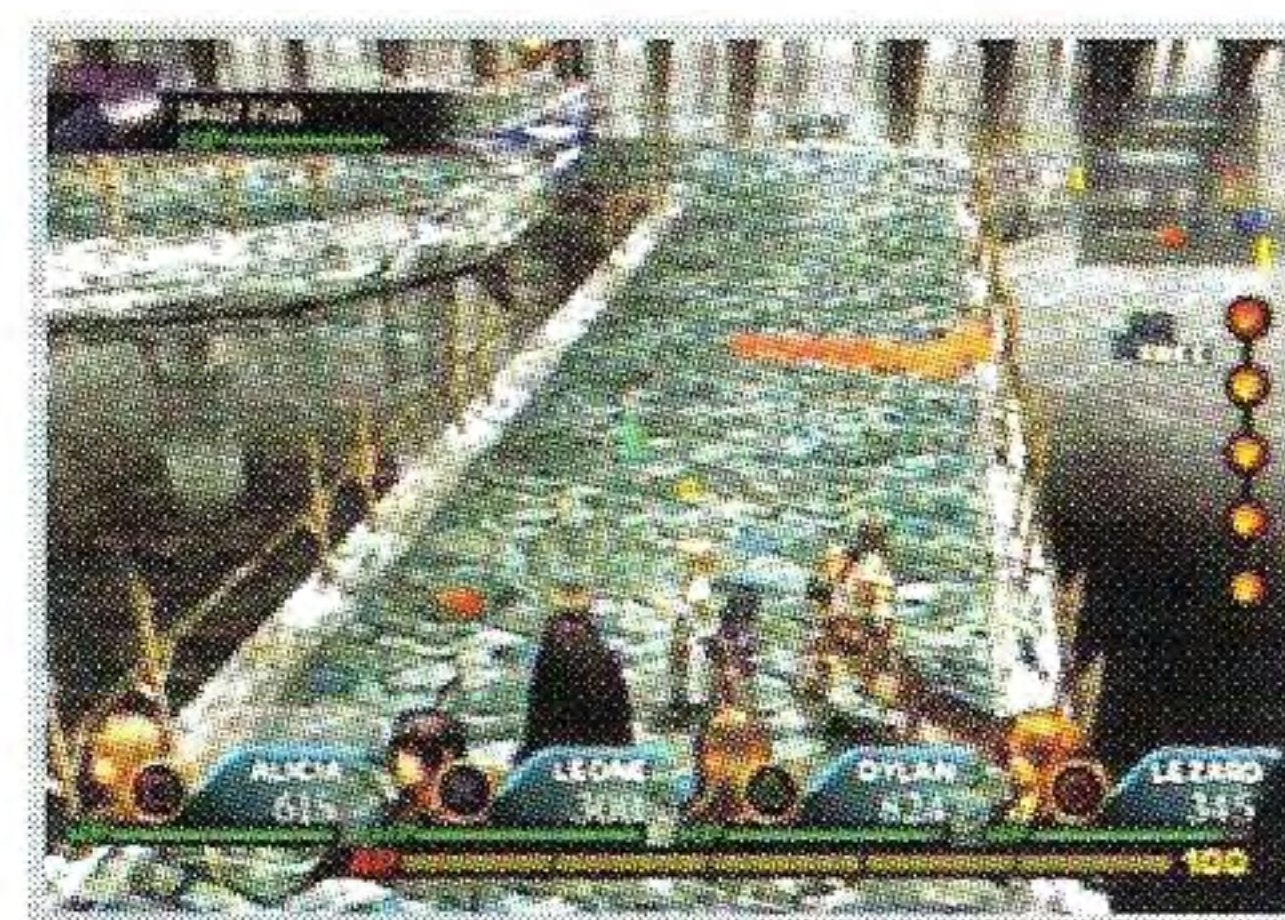
You can use certain items on the battlefield for the cost of 15 AP. Many items, like magic gems, are usable only when you're in combat. Don't overlook support items like Overdrive or Double-Check; their benefits to your party are worth the small price of 15 AP.



Party Formation and Grouping

Your band of heroes doesn't always have to stay in one big group. Using the D-pad, you can separate your party into two smaller groups. Pressing left or right changes the group's leader, while pressing up or down toggles the character's affiliation between groups. A blue color around a character's portrait denotes group one, while red denotes group two. You can separate the four party members in any manner you like: two groups of two, or one group with one member and another with three.

One benefit to separating your party into two groups is distracting your enemy. Your adversaries can focus their attention on only one group at a time. Using one group to hold your foe's attention while your second party sneaks up from behind is a valid strategy. Always consider these tactics when combat begins, as they may save your skin.



Status Ailments

Several different negative conditions can afflict your party. Some of these conditions can cripple your party's ability to fight. Knowing these afflictions and learning how to deal with them is an important part of the game. Consult the following chart to best deal with situations as they arise.



Ailment	Effect	Cure
Confusion	Cannot attack.	The Cosmic Order, Elixir
Paralysis	Cannot move or attack.	Pearl Grass, Elixir
Stone	Encased in stone. Cannot initiate any actions.	Cockatrice Egg, Elixir
Faint	Temporarily cannot initiate actions. Automatically wakes up after a few seconds.	Elixir
Transfer	Expels character from battlefield temporarily.	Aspect Stone
Poison	Slowly depletes HP at fixed intervals. Persistent.	Honeysuckle Dew, Elixir
Silence	Removes the ability to cast magic. Persistent.	Bragi's Song, Elixir
Curse	Cannot change equipment. Persistent.	Holy Water
Frailty	Cannot be healed. Persistent.	Idun's Apples
Unconscious	Characters lie on the brink of death. Persistent.	Union Plume

Extend Gauge

The Extend Gauge consists of five glowing, vertically aligned dots on the battle screen's right side. These dots act as a timer, each light slowly disappearing as time progresses. The number of illuminated dots dictates the bonuses you receive at the end of the fight. Winning the battle before any of the dots disappear earns you bonus crystal rewards, while defeating your enemy with an empty Extend Gauge earns nothing. You

can earn a maximum of 30 crystals with a full Extend Gauge. This number dwindles as the gauge empties. Essentially, the Extend Gauge encourages smart yet speedy combat decisions that lead to a quick victory.



Direct Assault

Defeating an enemy leader before any of the lights on the Extend Gauge disappear results in a Direct Assault. Aiming for Direct Assaults yields several rewards, the first being procurement of leader items. The Direct Assault also encourages a very efficient combat strategy. Destroying the leader of an enemy force pre-empts direct combat with the remainder of the force, which is normally a costly endeavor. Lastly, you earn 30 magic crystals for winning in a timely manner. Because crystals are generally difficult to acquire, Direct Assaults fueled by massive aerial combos are a fast way to earn these priceless items.



Advanced Combat Tactics

Winning Formula for Battle

Several skills and items are effective in battle, regardless of the situation. When it comes to keeping your party alive, First Aid, Fortify Physique, and Toughness are the best skills available. The Drainwing accessory randomly takes the damage you inflict on your enemy and adds that number to your HP. When you equip characters that deal heavy damage with this item, their ability to stay healthy increases significantly. Other survival methods depend on the Sealstones you carry with you. Lifeforce Blessing and Shield Blessing carry abilities that are helpful through a large portion of the game. Any of these items and skills, or a combination of several of them, can ensure your survival when things get rough.

Abusing Dismantle

The Dismantle skill instantly eliminates an enemy if you happen to score a critical hit. Normally, Dismantle is far too inconsistent to rely on because critical strikes have such a low occurrence rate. However, two specific weapons make all of your attacks critical hits. These weapons are the Blue Gale and the Ascalon. Equipping Dismantle to a character that uses either of these weapons makes all attacks instantly kill the enemy. Of course, this does not happen if the attack hits an enemy's armor and not a fleshy part. Also, it doesn't apply to all enemy types, but most normal enemies are vulnerable to it. Unfortunately, neither of these items is available until much later in the game, so you have to wait a while before you can use them.



Type	Weapon Name	Effect	Location
Sword	Ascalon	Guaranteed Critical Attack	Drop: Red Dragon
Bow	Blue Gale	Guaranteed Critical Attack	Merchant in Asgard

Abusing Party Grouping

You can exploit a few grouping system quirks to achieve interesting results. The first is the way party members react when the leader is separated from the group. This sometimes happens when you Dash near a corner—a party member is accidentally left behind. If the leader is within a specific range, stranded party members will run back to the leader's position while time is still frozen. This is important to remember if you need a party member to rejoin your group but you don't want to risk walking toward him or her. However, this behavior has far more interesting applications when it comes to party grouping.

Essentially, party members separated by a certain distance are still considered active participants in the group. When the separated member is the leader, any action he or she takes still dictates the actions of the entire party. For example, assign one of your characters into a group of one (red) and leave the remainder of the party as is. Move the lone character toward the closest enemy, one that's no more than four party lengths away. When you're close enough to attack, immediately switch the character's affiliation back to blue, and then quickly attack the enemy before your party has a chance to run over to the lone character's position. If you do this correctly, the remaining party immediately appears directly behind your lone warrior, ready to pummel the enemy as a party. After the attack sequence finishes, your party then warps *back* to the position they occupied before the attack started. Just as Attack Mode ends, quickly switch the attacking character back to group red to prevent the remainder of your party from running to his or her location.

This tactic is specifically useful for dealing with difficult boss characters. In many cases it's far too risky to attack an enemy with your entire party, thanks to the many attacks that can hit your whole group. One character is far easier to manage and heal, and by using this tactic, it's possible to inflict damage with your entire party while putting only one member at risk. Note that this tactic works only from a very specific distance. If you attempt it from too far away, your party will simply remain at its distanced location and ignore the leader's actions.



Statistics Explanation

Every character in your party starts with a line of base statistics. These stats consist of various numbers that determine how your character behaves in battle. Level-ups, equipment, and some items greatly affect these statistics. As you handle a character's growth, the overall goal is to raise statistics that help

the character's play style. Sorcerers, for instance, should concentrate mostly on raising their MAG parameter, which determines the strength of their spells. The following section discusses the available attributes and their affects on your characters.

Check abilities	
Status	Alicia 190/ 210 LV 5
Exp	19416
Next	4084
Abilities	
STR	17
INT	12
DEX	14
AGL	16
CON	13
ATK	25
MAG	12
HIT	14
AVD	16
RDM	15
RST	15

Base Parameters

Parameter	Description
STR	Strength. This base statistic determines the damage output of physical attacks. STR is combined with ATK upgrades from weapons and accessories to produce the character's ATK rating.
INT	Intelligence. This base statistic determines the damage output of magic attacks. INT is combined with MAG upgrades from weapons and accessories to produce the character's MAG rating.
DEX	Dexterity. This base statistic determines the accuracy of physical attacks. DEX is combined with HIT upgrades from armor and accessories to produce the character's HIT rating.
AGL	Agility. This base statistic determines the rate at which attacks are avoided. AGL is combined with AVD upgrades from armor and accessories to produce the character's AVD rating.
CON	Constitution. This stat dictates your character's endurance. Half of this value is added to the RDM gained from equipment to create the final RDM value.

Parameters Affected by Modifiers (Equipment)

Parameter	Description
ATK	Character's total attack power. This number is obtained by taking the character's STR and combining it with the total amount of ATK gained from equipment.
MAG	Character's total magic power. This number is obtained by taking the character's INT and combining it with the total amount of MAG gained from equipment.
HIT	This stat determines the character's total accuracy and critical hit rate. This number is obtained by taking the character's DEX and combining it with the total amount of HIT gained from equipment.
AVD	This stat determines the character's ability to evade attacks. This number is obtained by taking the character's AGL and combining it with the total amount of AVD gained from equipment.
RDM	Resistance to physical damage. This stat determines the character's total defense rating.
RST	Resistance to magic damage. This stat determines the character's ability to defend against spells.

Equipment Runes

Each piece of equipment comes with a symbol attached to it called a rune. Runes come in three different colors: blue, red, and green. Each rune symbol contains a certain type of power within it that, when combined with other runes, offers newfound abilities in the form of skills. Skill effects are generally quite powerful and often determine whether you can defeat the foes that cross your path.

You can use the Equipment Menu to form skills. You achieve this by equipping specific sets of items to form rune words. The diamond-shaped modules to the right of the Equipment Menu show the current runes set in place by the items you have equipped thus far. You must create specific rune words in order to start learning a skill. The rune words you've already found appear in the Skill Learning Menu, which you access by pressing the button on the Equipment Menu. Skills marked with question marks denote rune words yet to be found, while

fully listed skills show the rune word combination necessary to obtain the skill (at the bottom right corner of the screen). With the rune word combo in hand, you must link the necessary rune symbols on the rune diamond by equipping items that contain the needed runes.

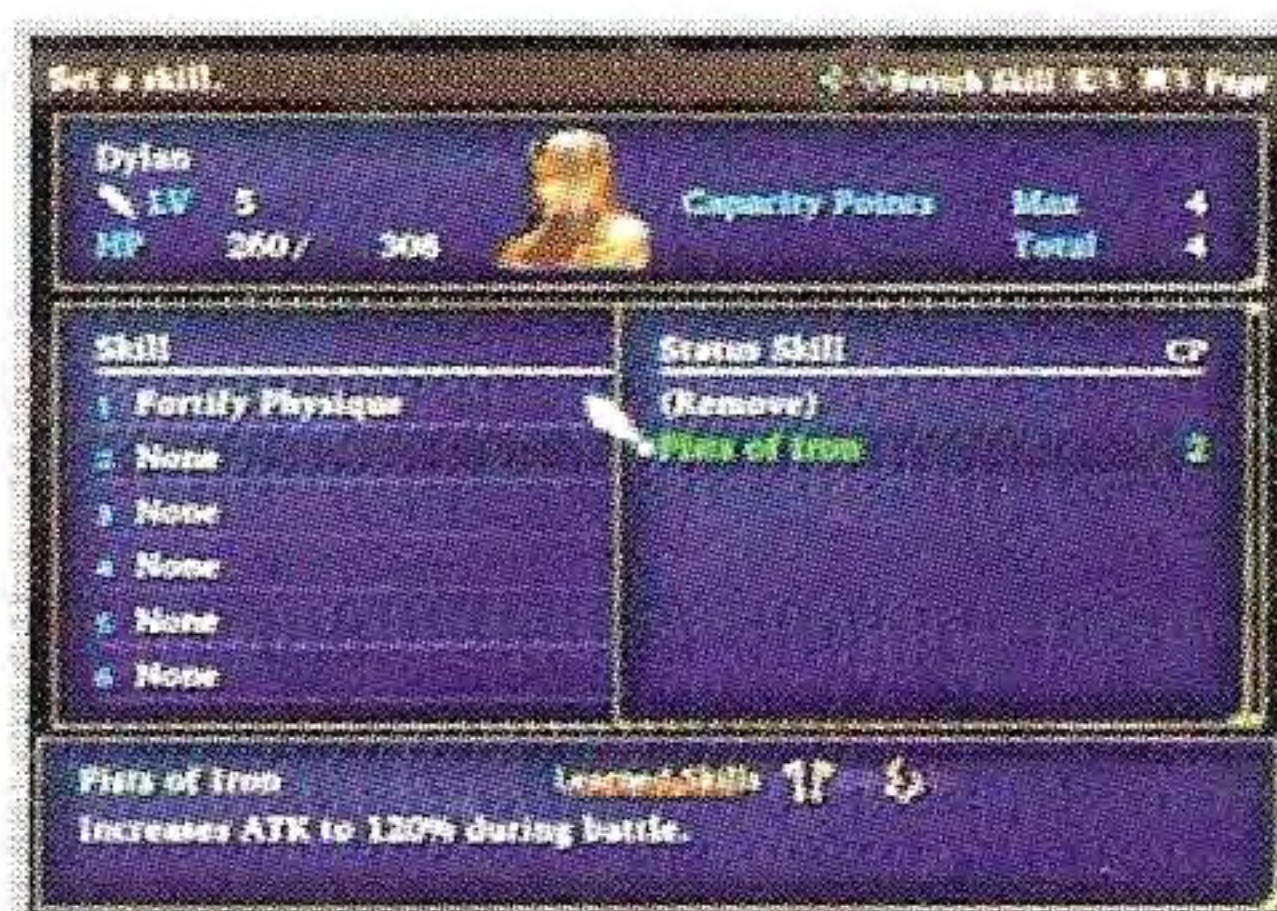



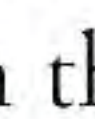
The runes must touch each other on the diamond in order to link properly. The runes flash for a moment when you do this correctly, and the name of the skill you want to learn appears above the diamond.

From there, you must learn the skill through battle. After each successful battle, the grey progress bar to the left of the rune word combo slowly fills (present in the Skill Learning Menu). Once that bar reaches 100%, the skill is learned, and from there it can be equipped in the Skills Menu.

Equipping Skills and Capacity Points

Each character must have a certain amount of Capacity Points (CP) to equip the available skills. All characters start with two Capacity Points at level 1, gaining two CP for every 10 level-ups they earn. It costs a specific amount of your character's CP to equip a given skill. Within the six slots available in the Skill Menu, you can equip multiple skills as long as your character has enough CP to support them. Note that Capacity Points max out at 12.



To equip a skill, press the  button on any of the empty slots in the Skills Menu. An additional menu appears on the right side of the screen, showing you some of the available skills. Press left or right to cycle through the skill categories, then up or down to select a specific skill. If you have enough CP, press the  button on the desired skill to equip it.

Skill Types

Status Skill

This skill type affects your character's status, often granting unique abilities that cover a wider range of effects.

Attack Skill

Attack skills affect the way your character delivers damage to an enemy. These techniques range from additional attack hits to increased AP gem amounts when your character hits a floored enemy.

Defense Skill

Defense skills boost a variety of immunities, ranging from increased HP amounts to a fortified resistance to magic.

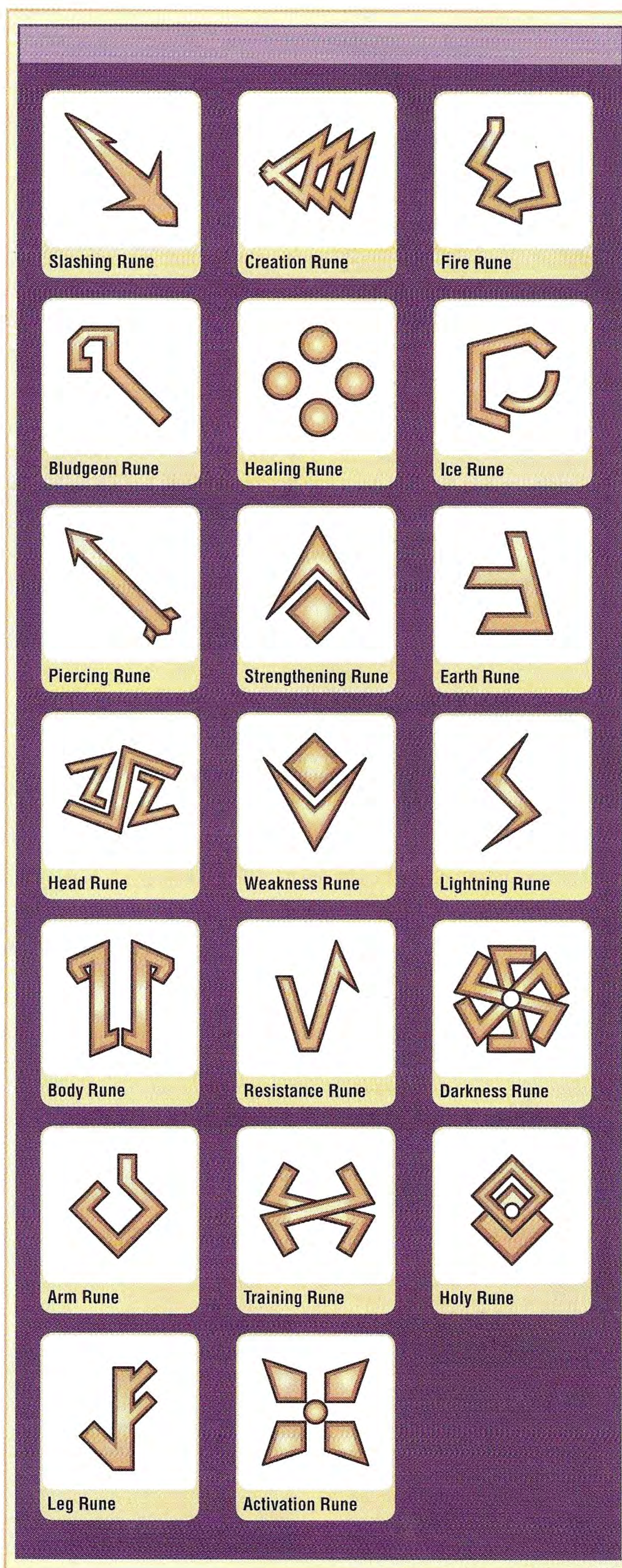
Critical Skill

Outside of True Seeing, which simply increases your critical hit rate, Critical Skills are attack types that initiate only when you score a critical hit.

Reaction Skill

This skill type offers new abilities that work only with manual inputs. In most cases, these skills require precise timing and patience, making them viable only for expert players.

Rune List



Dungeon Sealstones

Sealstones are spheres of concentrated energy that emit a status effect to the area around it. When a Sealstone is held, its enchantment affects the entire party. It's possible to place these stones in various locations within a dungeon to create an area-wide status effect that cripples every enemy within the region. Three different pedestals are used to hold Sealstones:



Dais

Sealstones placed on a dais subject all enemies in the area to its effects. When you enter an area with active effects, a warning message appears onscreen. Because daises are located on top of Earthveins, the area effect travels throughout the veins, affecting any area they reach. Unfortunately, Earthveins may not travel to every point on the map, in which case the area effect will be inactive. You can check the range of a Sealstone's effect on the dungeon map. Areas affected by the Sealstone appear in red.



Spring

You can place Sealstones in springs to save them for use in other dungeons. This is called restoration. Restoration costs magic crystals, which you earn as a reward at the end of combat. Once you return a Sealstone to a spring, you can withdraw it again later. A Sealstone restored in one spring can be withdrawn at another, making it available for use in other dungeons.



Shell

Sealstones placed on a shell do not exert their power, so no areas are affected by its status changes. Shells essentially act as Sealstone nullifiers, stifling unwanted effects throughout the dungeon.

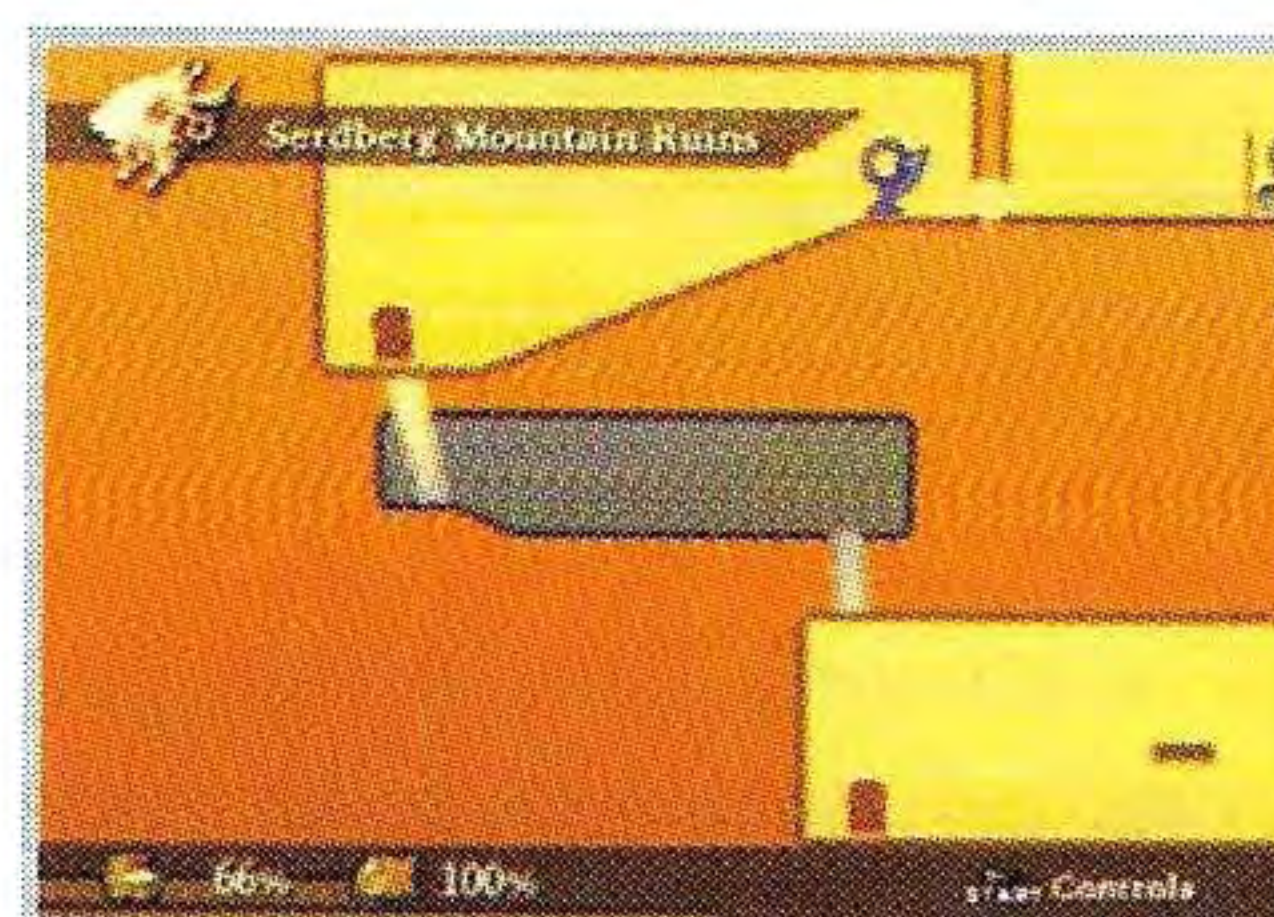


Other Sealstone Notes

Some enemies hold Sealstones, granting them the effect of the Sealstone's power. When you enter a zone in which an enemy has a Sealstone, a warning message appears, labeled "Enemy Effect." If you defeat the enemy holding the Sealstone, the Sealstone will appear on the floor ready for you to claim it.

You may also notice that some areas on the dungeon map are marked in grey. These areas are called Divinity Voids, and they inhibit the power of Sealstones. As you progress through a Divinity Void, you cannot fire photons, so tread carefully.

Finally, because you need magic crystals to restore Sealstones to springs, it's important to know how to get them. First and foremost, Direct Attacks immediately earn 30 crystals at the end of a fight. Second, aerial combos knock magic crystals out of enemies; combined with skills like Double or Triple Edge, the number of crystals you gain can be substantial. Keep in mind that you can gain no more than 80 crystals from a given fight, so don't overexert yourself!



Sealstone List

Sealstone	Restoration Cost	Effect	Location
Black Anchor Wrath	100	Increased Mass	Serdberg Mountain Ruins
Masochist Wrath	3000	Reverse Damage	Serdberg Mountain Ruins
Fog Wrath	200	Detectability Down	Serdberg Mountain Ruins
Sword Blessing	150	ATK 120%	Serdberg Mountain Ruins
Gold Blessing	500	More Money	Audoula Temple on the Lake
Ice Blessing	600	Ice Attack 150%, Fire Attack 1/2	Audoula Temple on the Lake
Chasm Wrath	4000	RDM 1/2, RST 1/2	Audoula Temple on the Lake
Cotton Dust Wrath	200	Decreased Mass	Surts Volcano Caverns
Fire Blessing	600	Fire Attack 150%, Ice Attack 1/2	Surts Volcano Caverns
Iceberg Law	20000	Turn to Ice	Surts Volcano Caverns
Achromatic Law	4000	No Tolerance	Surts Volcano Caverns
Barrier Blessing	1000	Negate Light Damage	Surts Volcano Caverns
Lifeforce Blessing	2000	HP Recovery 200%	Surts Volcano Caverns
Earth Blessing	600	Earth Attack 150%, Lightning Attack 1/2	Crawsus Forest Ruins
Lightning Blessing	600	Lightning Attack 150%, Earth Attack 1/2	Crawsus Forest Ruins

Sealstone List

Sealstone	Restoration Cost	Effect	Location
Mudbank Law	20000	Turn to Earth	Crawsus Forest Ruins
Thundercloud Law	20000	Turn to Lightning	Crawsus Forest Ruins
Experience Friend Law	4000	Experience for All	Palace of the Venerated Dragon
Powerless Cap Wrath	200	Slower Fall, Cannot Acquire Items	Palace of the Venerated Dragon
Wrath of Bread Alone	1200	HP Drain Enabled, Battle Menu Disabled	Palace of the Venerated Dragon
Wrath of Forcefulness	500	Weapon Break 1/5, ATK 300%	Palace of the Venerated Dragon
Stone Hurler Wrath	2500	Projectile ATK 200%, Speed Reduced	Palace of the Venerated Dragon
Confuse Pin Blessing	400	Attack with Confusion	Forest of Spirits
Sleipnir Blessing	1500	Evasion Up	Forest of Spirits
Hunter Blessing	400	Hit Rate Up	Forest of Spirits
Gem Blessing	1000	Items Appear, No Purple Gems	Hall of Valhalla
Holy Light Law	30000	Turn to Holy	Hall of Valhalla
Law of Consistency	10000	No Status Change, No Support Magic	Hall of Valhalla
Ore Blessing	4000	More Purple Gems	Hall of Valhalla
Holy Blessing	1000	Holy Attack 150%, Dark Attack 1/2	Hall of Valhalla
Strongman Blessing	400	Negate Criticals	Hall of Valhalla
Treasure Blessing	400	Bigger Bonus	Ancient Forest
Poison Pin Blessing	300	Attack with Poison	Ancient Forest
Manacles Wrath	400	No Guarding	Ancient Forest
Sheathed Power Wrath	30000	Inflicted Damage 1/4	Ancient Forest
Experience Pig Law	1200	Experience x2, Acquired Oth = 0	Chateau Obsession
Soul-Carver Wrath	2500	Gradual HP Loss	Chateau Obsession
Somber Light Wrath	100	Reflect Photons -3	Chateau Obsession
Shield Blessing	400	RDM 120%	Chateau Obsession
Gold Grubber Law	1200	Acquired Oth x3, Experience = 0	Turgen Mine
Alarm Blessing	600	Guaranteed Initiative	Turgen Mine
Brimstone Law	20000	Turn to Fire	Turgen Mine
Fetters Wrath	2000	No Evade/Counter	Turgen Mine
Burst Light Blessing	200	Photons Scatter	Ravine Caverns
Dark Night Law	30000	Turn to Dark	Ravine Caverns
Chaos Law	400	Random Effect	Ravine Caverns
Lawbreaker's Law	10000	Negate Sealstones	Ravine Caverns
Elusive Air Law	2500	Negate Encounters	Ravine Caverns
Silent Pin Blessing	500	Attack with Silence	Ravine Caverns
Secluded Valley Law	20000	Received Damage 1/4, No HP Recovery	Ravine Caverns

Sealstone List

Sealstone	Restoration Cost	Effect	Location
Dancing Light Blessing	150	Reflect Photons +4	Yggdrasil
Magical Light Blessing	100	Photons Break Pillars	Yggdrasil
Sharp Sword Law	2000	ATK 120%, RDM 1/2	Yggdrasil
Great Shield Law	2000	RDM 200%, ATK Down 3/4	Yggdrasil
Darkness Blessing	1000	Dark Attack 150%, Holy Attack 1/2	Yggdrasil
Paper Tiger Blessing	800	Attack Up at Max HP	Yggdrasil
Six Elements Blessing	2000	All Tolerances Up	Tower of Lezard Valeth
Desperate Soldier Law	1500	ATK 150%, No HP Recovery	Tower of Lezard Valeth
Unprepared Castle Law	1500	RDM 200%, Battle Menu Disabled	Tower of Lezard Valeth
Trade Law	800	Exchanges Sealstone Effects	Seraphic Gate
Yggdrasil Blessing	4000	Raises All Statuses	Seraphic Gate
Festive Light Blessing	500	Reflect Photons +20	Seraphic Gate
Powerless Pigeon Wrath	800	High Jump	Seraphic Gate
Soul Wringer Wrath	30000	HP Decreases Greatly Over Time	Seraphic Gate
Transvestal Law	150	Reverse Gender	Seraphic Gate
Rust Wrath	2500	ATK 3/4, RDM 1/2	Seraphic Gate

Character Acquisition

Einherjar, or the warriors that fight alongside your company, are obtained through reading objects that are scattered throughout dungeons. These objects are always in the form of blue, glowing weapons. When you examine them, you are given a choice whether or not to release the spirit within. Once they are released, Einherjar become selectable in your party menu and they can then be used in battle.

In many cases, multiple Einherjar are present within a single weapon. Upon release, only one of the Einherjar joins your party. The warrior you obtain is decided randomly, based on a percentage assigned to each character. These percentages are listed within this guide's main walkthrough. Following is an example that illustrates two Einherjar occupying a single weapon.

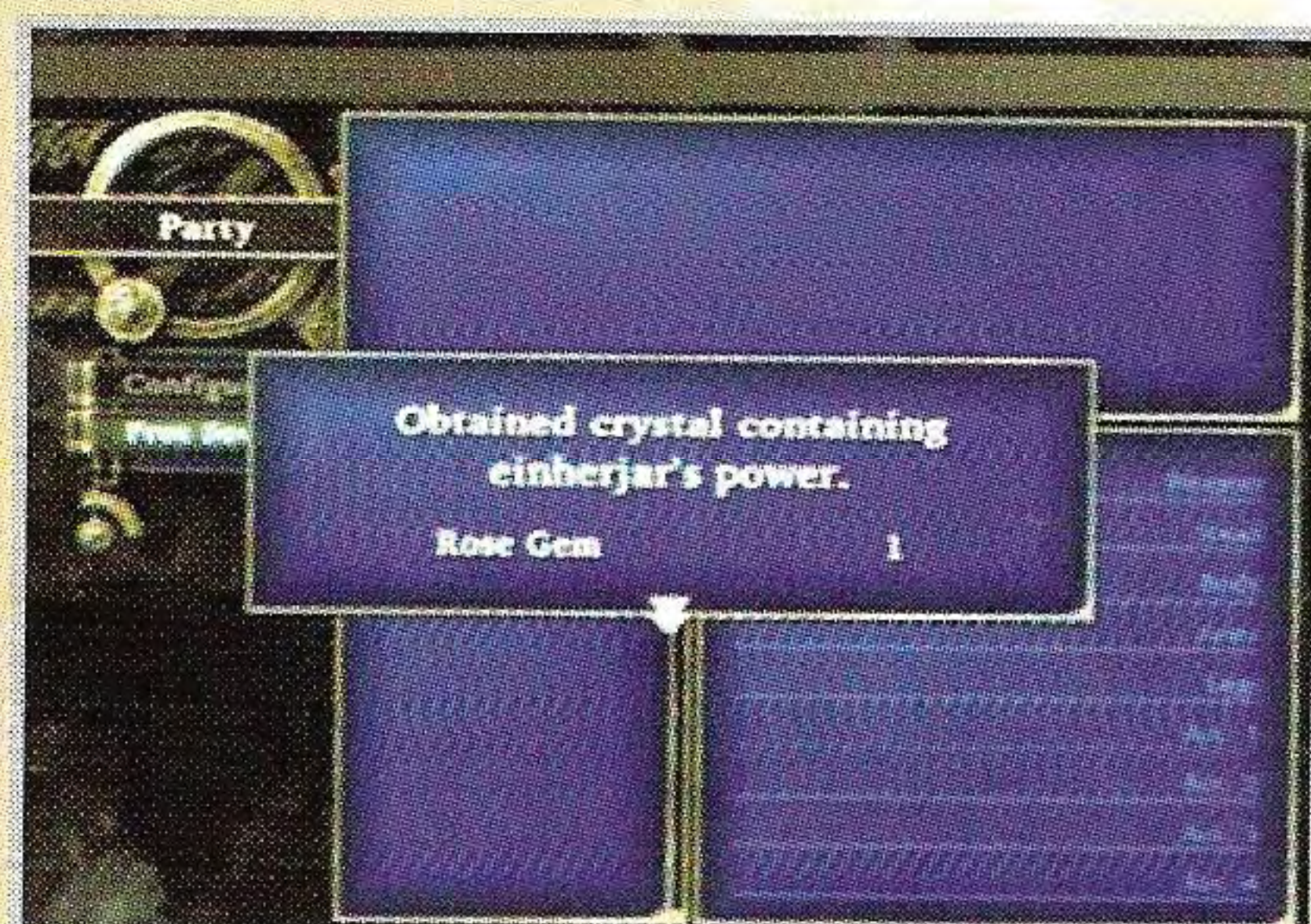


Einherjar Materialization Points in Serdberg Mountain Ruins

1. Celes (30%) or Tyrith (70%)
2. Alm (50%) or Woltar (50%)

Releasing Einherjar

Once Einherjar reach a certain level, they can be returned to physical form. This is referred to as releasing the soul of the warrior. Although the character is lost when this occurs, you gain an item in return. You can use this to permanently increase the parameters of one character. The parameters you gain depend on the Einherjar's class at the time of release. You gain other items as well, depending on the equipment attached to the character upon release.



You must build up Einherjar to a specific level before you can release them. This level is specified in each Einherjar's status menu as "Free LV." Select "Free Soul" from the party menu, and then the character you want to release. You then receive an item and the character returns to his or her homeland. You can visit released Einherjar, and doing so provides additional rewards in the form of items.

Refer to the "Forces of Light" chapter to find the location of each Einherjar after his or her release.

While releasing Einherjar is very much worth the effort, keeping at least a few lower level Einherjar around is vital. The party's average level is used to determine how much skill level is gained after a fight. Because of this, adding a lower level Einherjar to a party of high-level characters enables the group to earn skills at an extremely rapid rate.

Einherjar Release Item Guide

To determine the additional items you gain from equipment statistics, start with "Statistic Amount Needed"; consult the following table to get this number. Then simply divide this number into the stat boost that the character's equipment provides. For example, if a character receives a boost of 20 RST from his or her equipped items, then you will receive four Warrior's Wits upon the character's release: the RST stat boost is 20, which is divided by the "Statistic Amount Needed" (in this case, it's 5—again, consult the table), resulting in 4 Warrior's Wits items.

Additional Items Gained From Equipment

Statistic Amount Needed	Item Received	Item Stats
ATK 20	Fencer's Familiarity	STR+5
MAG 10	Sorcerer's Savvy	INT+5
HIT 5	Archer's Aptitude	DEX+5
AVD 10	Thief's Thoughts	AGL+5
RDM 25	Ambrosia	HP+100
RST 5	Warrior's Wits	CON+5

Gems Received Upon Release

Class Released	Item Obtained	Item Stats
Warriors	Rose Gem	STR+20 DEX+20
Sorcerers	Azure Gem	INT+20 CON+20
Archers	Jade Gem	HP+200 AGL+20

Character Buildup

Level-Ups

With each battle won, you gain experience points (EXP). When characters' EXP gains cross predetermined thresholds, they receive a boost in statistics through what's called a level-up. This type of growth spawns strength and newfound abilities necessary for battle. Gaining level-ups is the key to building strong parties that can compete with the ever-growing strength of Midgard's monsters.



How to Gain Experience Quickly

There are several different ways to hasten the character growth process. First, the skill called Training offers a 150% EXP boost for the price of a 20% overall statistic reduction. Despite the weakened state, this is well worth the price of admission when you're dealing with weaker enemies in most dungeons. Second, the Experience Pig Law Sealstone doubles your EXP accumulation in exchange for foregoing the usual post-battle Oth reward. Although you need Oth early in the game, it's abundant after Chapter 4, so equipping Sealstones like this bears little consequence. Finally, combos are a big part of fast experience accumulation. Aerial hits within a combo produce crystals that add to your overall EXP gain. Setting Rufus' Killing Thorn attack when he learns it at level 25 will cause enemies to drop a large number of magic crystals when the attack is performed while the enemy is in the air. Equip skills like Double or Triple Edge to significantly increase the amount of EXP you gain from air combos. Finally, a few items give additional EXP bonuses. Expert's Experience instantly raises your character's experience points by 300,000. The Double Check item also doubles the amount of EXP you gain in a single battle, which is perfect for boss fights that already bestow massive EXP rewards.

Attacks



You earn new normal attacks through level-ups. Use the Attack Menu to equip these new attacks. You can equip three different types of attacks at a time. However, the weapon a character holds determines whether he or she

can use a given attack. The weapon also dictates the number of times it's possible to attack. Spells fall into the same category when it comes to a sorcerer's base attack. Consult the "Forces of Light" section of this guide to learn the properties and descriptions of these attacks.

Equipment

As you progress through the game, you acquire new equipment through shop purchases and dungeon exploration. Equipment types include weapons, armor pieces, and accessories. Attaching new items to your party is vital for character growth and combat success. You need armors and weapons to deal with the onslaught of progressively stronger adversaries. Many accessories protect against status ailments that are normally very difficult to handle. Pay close attention to items that appear in shops, and make it a point to keep your party's equipment updated.



New Game+

After you complete the game for the first time, a yellow star appears next to the corresponding save file. You can use that same save file to start the game over again, but on a slightly higher difficulty level. The difficulty increase doesn't stop at your second play-through; each new play-through on the same save file progressively increases the game's difficulty. Game difficulty is augmented via enemy statistic multipliers. This increase continues all the way to the 50th play-through! The following table depicts the gradual boost in enemy statistics during the first five play-throughs, as well as the stat multipliers for the 50th play-through. How far will you go?

New Game+ Difficulty Chart

Clear	HP	ATK	MAG	HIT	AVD	RDM	RST
1st	1.2	1.5	1.5	1.2	1.2	1.2	1.2
2nd	1.5	2	2	1.3	1.3	1.3	1.3
3rd	1.8	2.5	2.5	1.4	1.3	1.3	1.3
4th	2.1	3	3	1.5	1.3	1.3	1.3
5th	2.4	3.5	3.5	1.6	1.3	1.3	1.3
...
50th	15.9	26	26	6.1	1.3	1.3	1.3

Defiers of the Gods

Your journey through the lands of Midgard begins. Much of this chapter is used as a training session that guides you through the basic functions of the game. Take advantage of the Lost Forest's help stones and tutorials if you need a reminder of how combat or photon shots work; they're great hands-on references. Above all else, take your time to thoroughly rummage through everything this chapter has to offer in order to prepare yourself for the trials ahead.

Solde

Item Checklist

Name
Burgundy Flask
Warrior's Arcanum

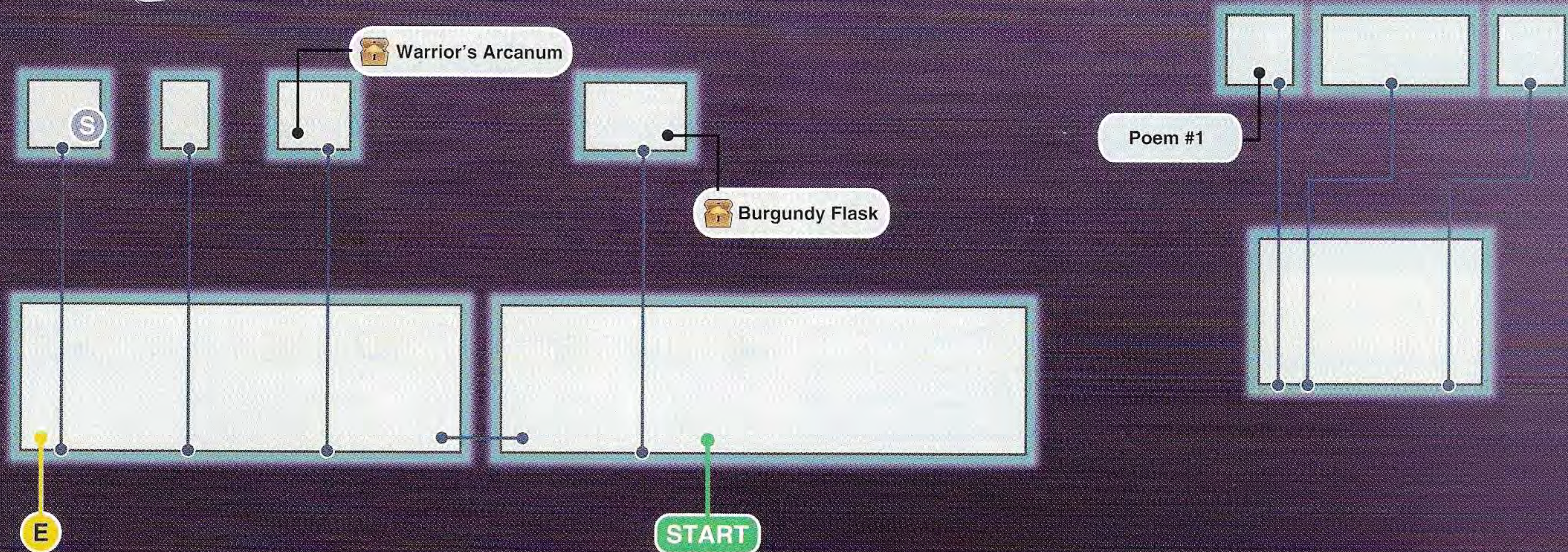


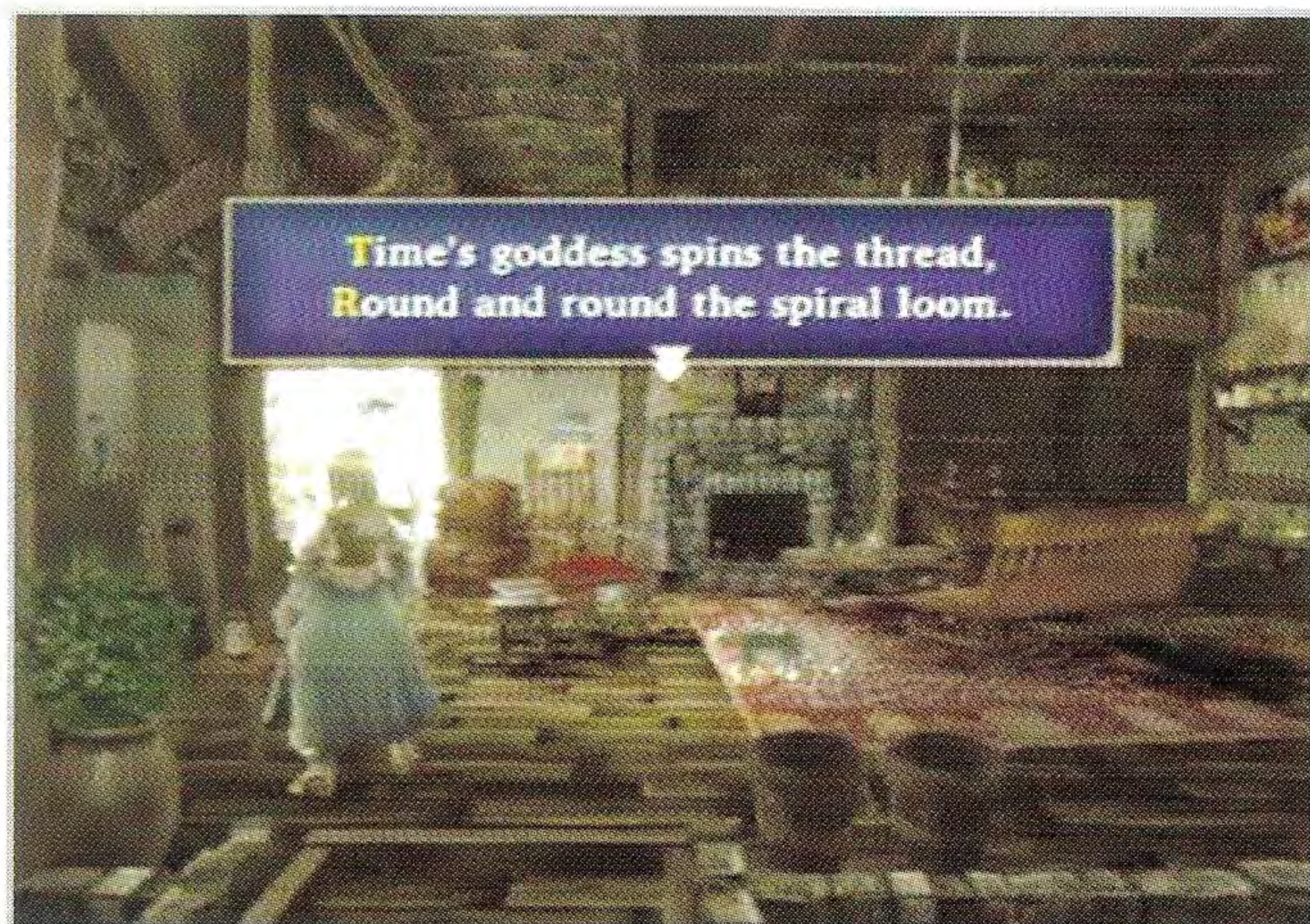
CHAPTER

1

Enter the Solde Waiting Area to initiate a cut-scene. Rufus the archer joins your party soon after. Procure the Burgundy Flask that's hidden in the far right corner of the pub (behind a table with wine bottles resting on it). Then proceed outside. Head left off-screen to move to the next part of town: Soul Street. Immediately enter the first house you come to and open the treasure chest in the far left corner.

Solde Maps





Lost Woods

Because it's the first dungeon you encounter, the Lost Woods consists of nothing more than a linear romp through enemy encounters. Nevertheless, use this area to practice combat techniques and gain familiarity with Alicia's field map options. Help stones are placed accordingly throughout the dungeon, so refer to them if you're looking for in-game assistance.

Lost Woods: All You Need to Know

Treasures

1. 400 Oth
2. Union Plume
3. Skull Receptacle

Enemy Drop List

Enemy Name	Items	Leader Item
Skeleton	Warrior's Arcanum (upper body), Bonemeal (both arms), Skull Receptacle (head), Black Crystal (lower body), Dead Ashes	Broken Amulet
Bullet Beetle	Beetle Shell (outer shell), Amber (left half, right half), Stagnant Water (arm), Insect Stinger (tail horn)	Stagnant Water
Dire Wolf	Beast's Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast Fang (head)	

Before leaving Solde, head to Chapel Square and visit the house on the far western end of the village. Move to the left side of the room and examine the paper on the wall to read a poem: "Time's goddess spins the thread, Round and round the spiral loom." Later, you'll need this verse and three others to gain a powerful item called the tri-Emblem. We point out the locations of the other poems in this walkthrough as they become available.

Dungeon Points of Interest



Take heed of this dungeon's final screen. There are a few items hidden at the top left corner of the map. To get to them, fire a photon upward at a 45-degree angle toward the items' general area.

The photon should hit and encase a pillar resting directly in front of the boxes. Shoot another photon

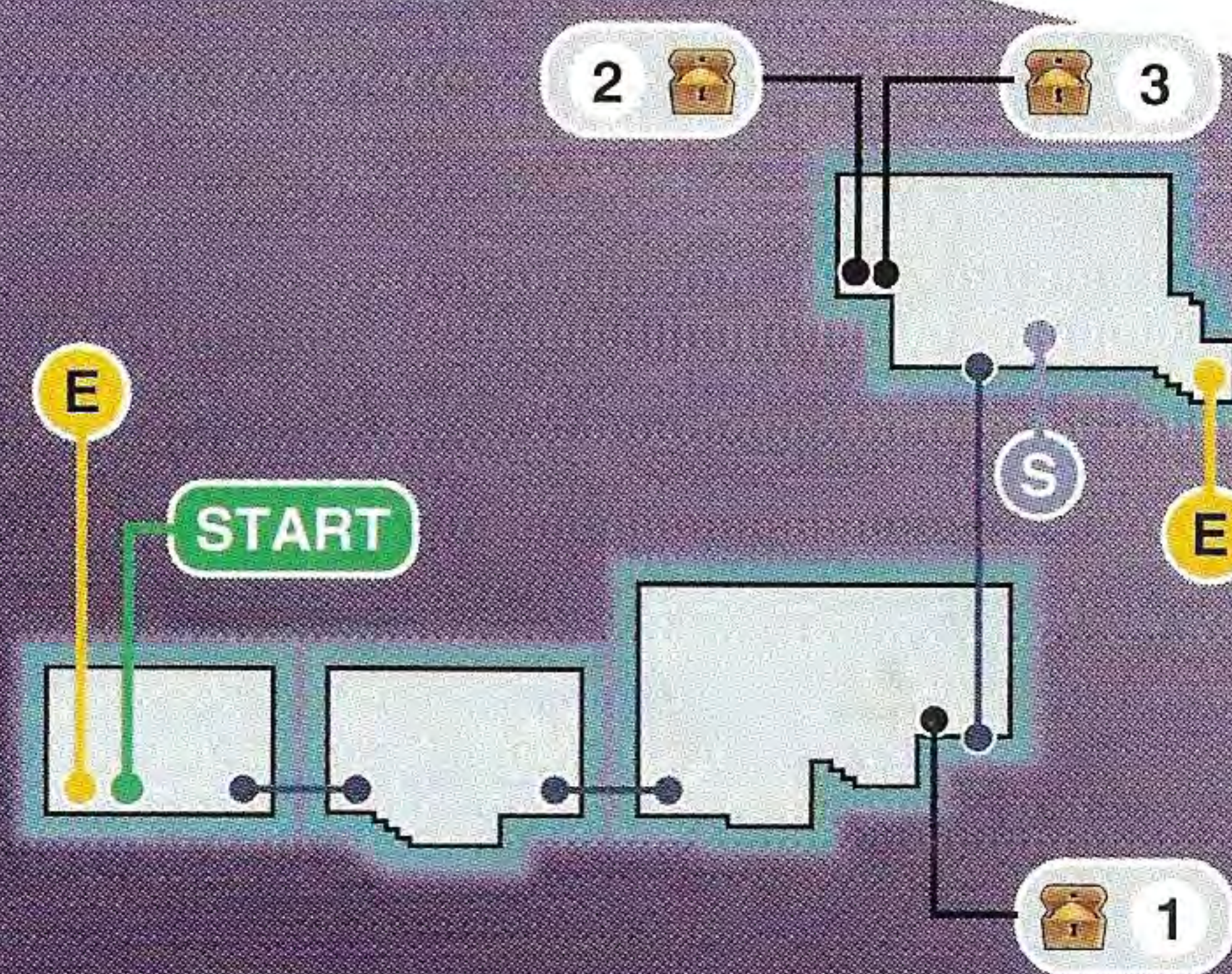
at the crystallized pillar to swap places with it, carrying you to newfound treasure.



Mithra, a powerful mage, joins your group at the end of this dungeon. His defense is weak, so immediately navigate to the party formation screen and move him to the back of your group. His main method of attack, the Frigid Damsel, is a three-hit, ice-based spell that has a small chance of

freezing your enemy. Once frozen, enemies cannot initiate any actions for a short period of time. This is usually just enough time to pummel your foes with another series of attacks before they break free. Take full advantage of this ability by starting every attack combination with the Frigid Damsel!

Lost Woods Map

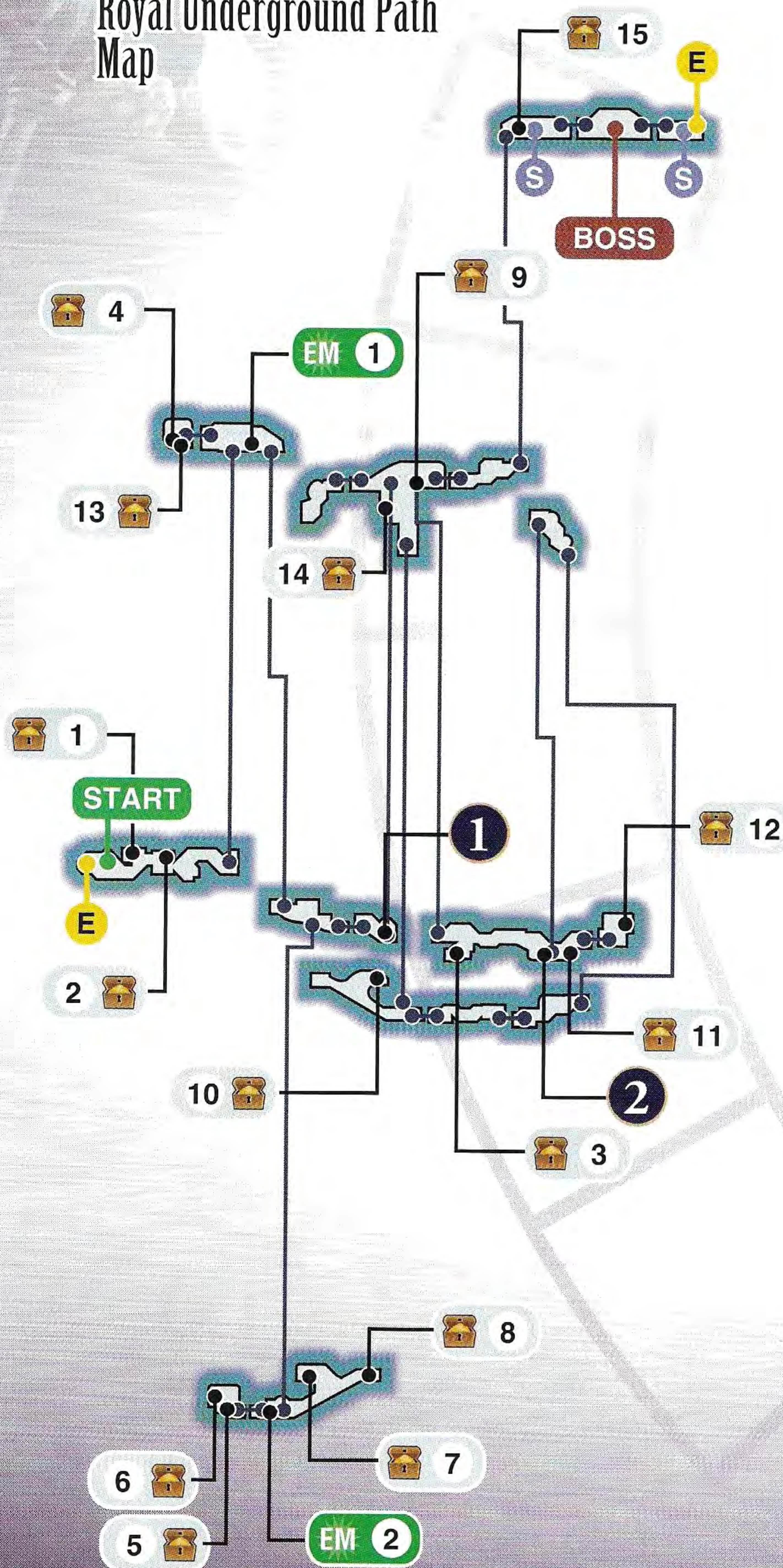


Royal Underground Path



There are two sets of Einherjar in this dungeon. Each item to be read carries two to three Einherjar. However, only one warrior is granted upon reading the relic, and chance determines which one. If you want to obtain a specific warrior, save your game just outside the Royal Underground Path before you read the items. If you don't receive the warrior you want, reload your save game and make your way back to the haunted treasures.

Royal Underground Path Map



Royal Underground Path: All You Need to Know

Einherjar

- | | |
|------------------------------------------------------------------|-----------------------------------|
| 1. Sylphide (44.4%) or
Richelle (27.8%) or
Jessica (27.8%) | 2. Roland (50%) or
Kraad (50%) |
|------------------------------------------------------------------|-----------------------------------|

Treasures

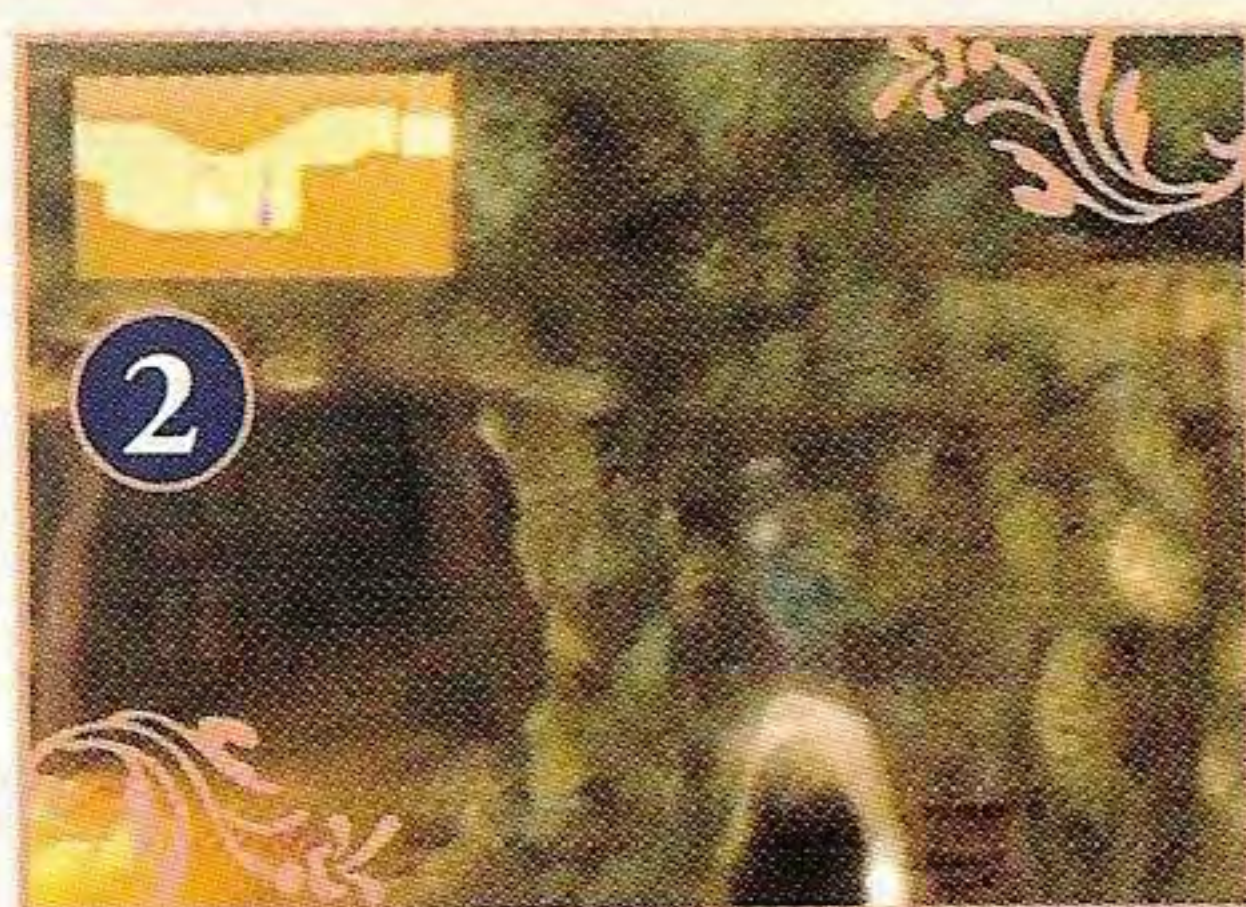
- | | |
|----------------------|-----------------------|
| 1. 400 Oth | 9. Union Plume |
| 2. Warrior's Arcanum | 10. Thunder Gem |
| 3. Warrior's Arcanum | 11. Sallet |
| 4. Gauntlet | 12. Dwarf Tincture |
| 5. Leather Boots | 13. Warrior's Arcanum |
| 6. 800 Oth | 14. Union Plume |
| 7. Elixir | 15. Shamshir |
| 8. 600 Oth | |

Enemy Drop List

Enemy Name	Items	Leader Item
Skeleton	Warrior's Arcanum (upper body), Bonemeal (both arms), Skull Bowl (head), Black Crystal (lower body)	Broken Amulet
Bullet Beetle	Armored Beetle Shell (outer shell), Amber (left half, right half), Stagnant Water (arm), Bug Thorn (tail horn)	Stagnant Water
Dire Wolf	Beast Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast Tusk (head)	
Skeleton Soldier	Bonemeal (both arms), Long Sword (weapon), Black Crystal (lower body), Dwarf Tincture (upper body)	Dead Ashes
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Goblin Tooth (head)	Leather Gloves
Ballistic Rhino	Spiral Arrowhead (Shield-front blade), Worn Shield (Arm Shield), Baraka (shield back, leg armor), Ram's Horn (horn tip), Pact Chain (horn base), Black Crystal (torso), Empty Shell (back armor), Iron Ore (tail)	Chainmail



1 When you come to a broken bridge, Dylan the heavy warrior joins your group. He boasts a monster amount of attack power and defense, making him the optimal choice for the front spot of your party formation. Let him absorb most of the damage you take from frontal enemy attacks to reduce the chances of suffering casualties.



2 The Dwarf Tincture rests in a room atop a small cliff. To reach it, move left down the cavern and fire a photon at the first enemy you encounter. Fire a second photon to trade positions with it. Continue swapping spots with the encased enemy to drag it toward the cliff. Once you're there, jump on top of the frozen enemy to reach the elevated doorway.

Ballistic Rhino

LV 6

HP 816



Statistics

Name	Ballistic Rhino
Species	Giant Beast
Item	Iron Ore/Black Crystal
ATK	30
AVD	2
MAG	10
RDM	6
HIT	10

RST	1
Fire	None
Ice	None
Lightning	None
Earth	None
Holy	None
Dark	None

As the battle starts, lock onto the Ballistic Rhino immediately. When you can, quickly dash to the side to evade his ranged projectile maneuver. His armor plating prevents you from

dealing any substantial damage to him from the front or sides. So, move in and circle behind him to attack his tail. Keep your distance and assault him from the very edge of



your attack radius; staying any closer leaves you vulnerable to an area attack that encompasses his body at close range. To clear the battle unharmed, play it safe and continue to pelt him with combinations from the rear.

Darkness in Dipan

You can get through the few dungeons Chapter 2 contains as quickly as Chapter 1 if you rush. However, you can obtain several helpful items by taking the time to do a little hunting on the side. Use this chapter as an opportunity to build up character statistics and prepare for the far more grueling dungeons in Chapter 3.

Dipan

Item Checklist

Name

Union Plume

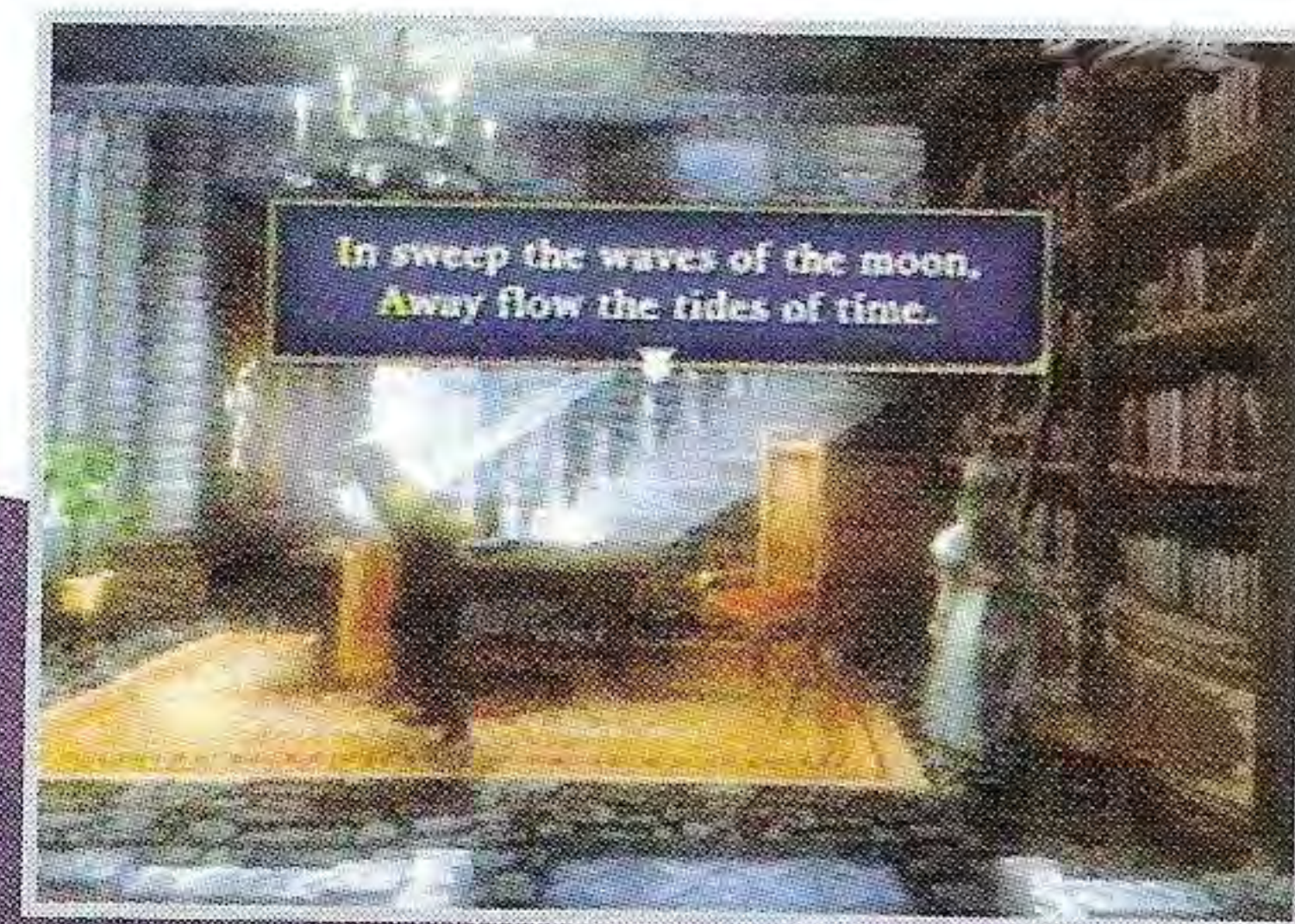
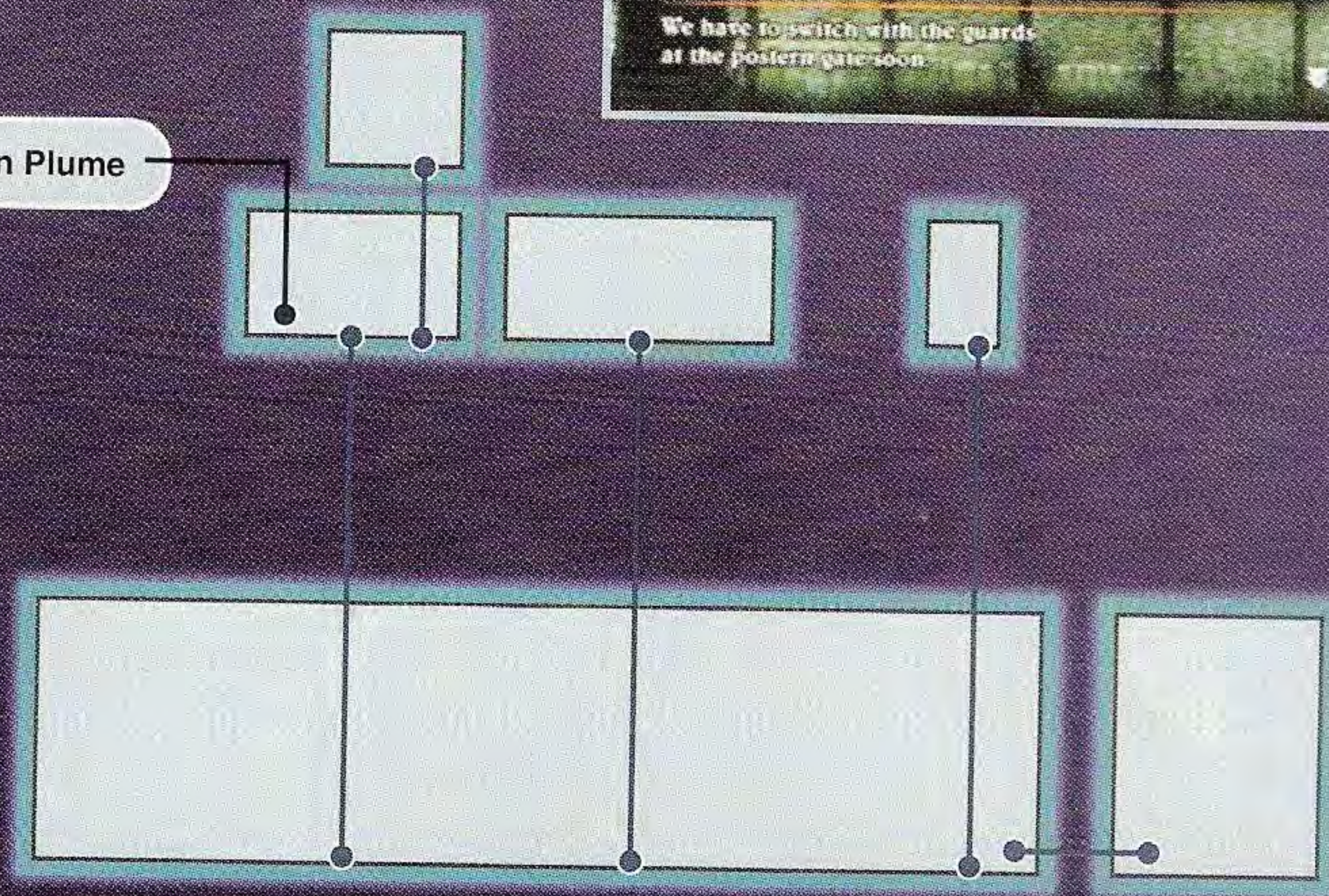
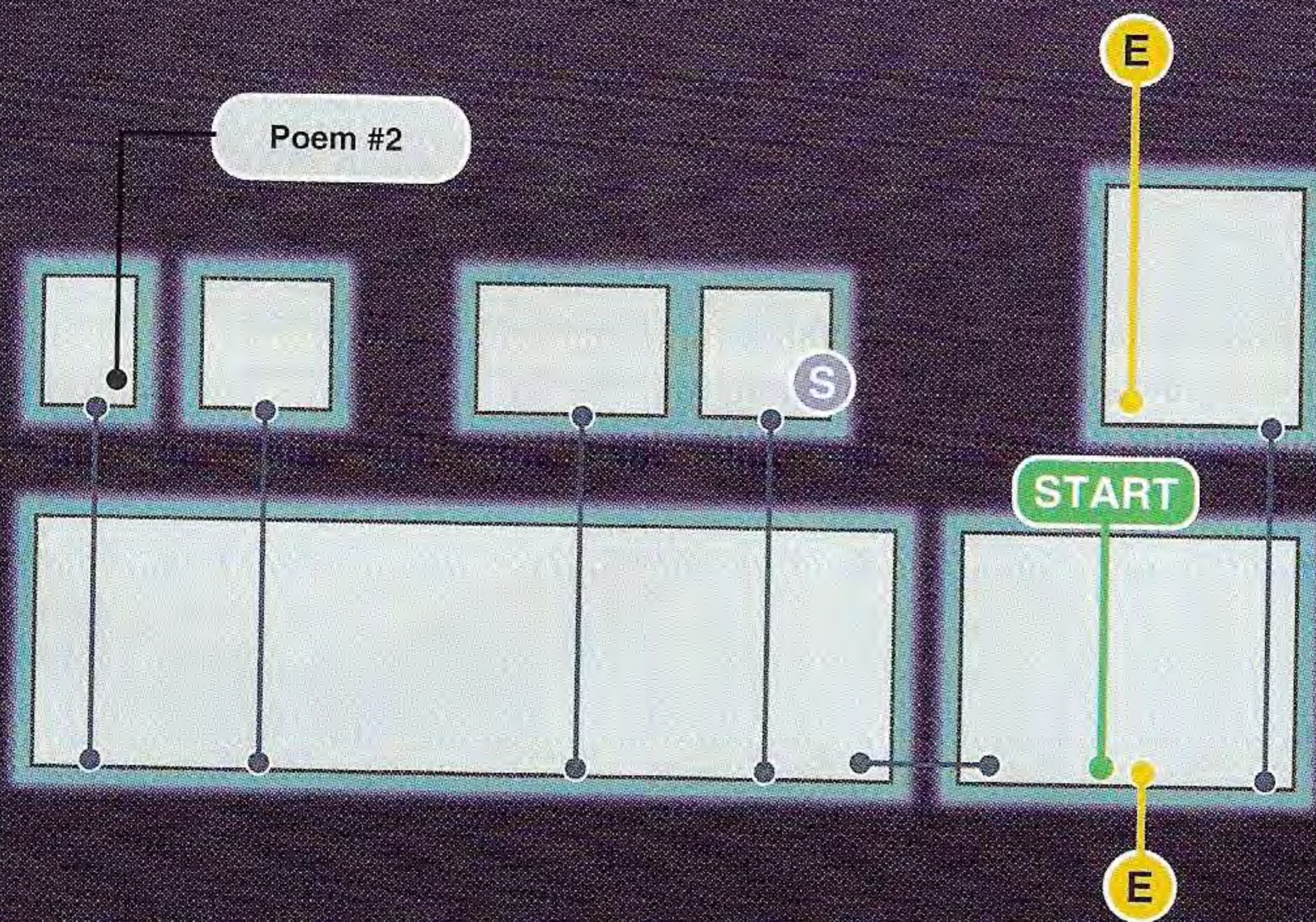
CHAPTER

2

With regard to hidden items, the first house in Chapel Square has a Union Plume stored away to your left. It's also worth your time to visit the house on the far left side of Merney Street. The bookshelf inside carries another poem you need in order to obtain the tri-Emblem later: "In sweep the waves of the moon, Away flow the tides of time."

To proceed to the next dungeon, head to the castle gates, which are on the far right side of Chapel Square. As you enter the area, you overhear a conversation between two guards. Eager to take a break, they agree to show up a little late to their position and swap with the guards at the postern gate. With no one blocking your path, return to Dipan's Outskirts to find the entrance to Dipan Castle open.

Dipan Maps



Dipan Castle

Several key sections of Dipan Castle pose new obstacles for you to overcome. You must attack the two red pillars in this dungeon in order to open doorways sealed with red markings. In terms of combat, the battle field in this area is extremely confined, making it difficult to effectively target the enemy leader for Direct Attacks. Learn to mind your surroundings and decide whether it's safe to make a charge toward the leader. Keep your distance and concentrate on lesser enemies if they're defending a chokepoint.



Dipan Castle: All You Need to Know

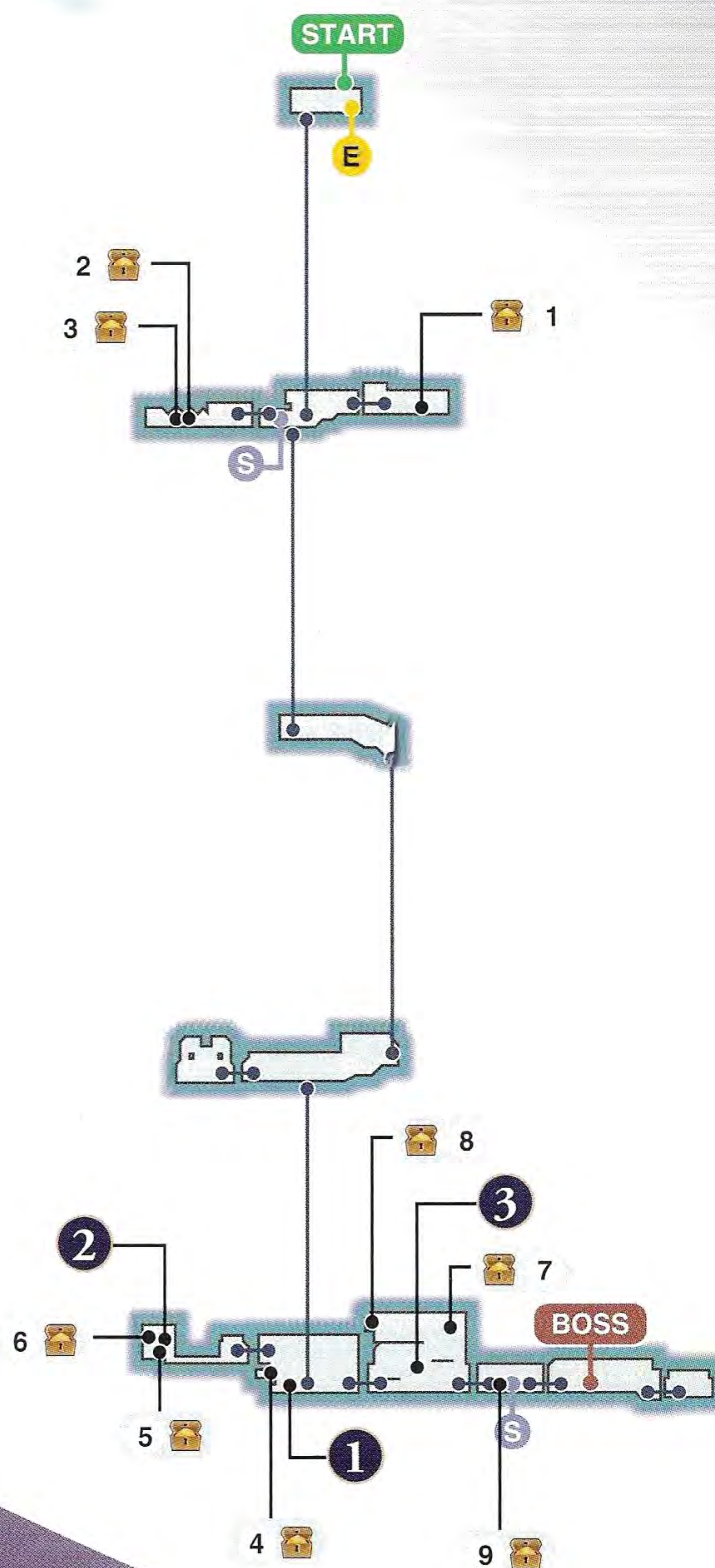
Treasures

- | | |
|-------------------|-----------------|
| 1. Leather Boots | 6. Double Check |
| 2. Union Plume | 7. 1200 Oth |
| 3. Dwarf Tincture | 8. Flare Gem |
| 4. 700 Oth | 9. Crest Estoc |
| 5. Crossbow | |

Enemy Drop List

Enemy Name	Items	Leader Item
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Goblin Tooth (head)	-
Skeleton Soldier	Bonemeal (both arms), Long Sword (weapon), Black Crystal (lower body), Dwarf Tincture (upper body)	Dead Ashes
Warning Jewel	Blue Soul Flame (nucleus)	Shrine Chronicles
Living Armor	Sharp Spearhead (weapon), Pact Chain (arm), Eyeball (head), Black Crystal (upper body), Empty Shell (lower body)	Leather Boots
Primordial Ooze	Bone Mace (tentacle tip), Tentacles (upper tentacle tip), Seafood (upper tentacle base), Heart Core (torso), Eyeball (head)	Earth Gem

Dipan Castle Map



Dungeon Points of Interest



An enemy guards the box containing 700 Oth. To reach the chest, swap positions with the enemy by firing a couple of photon shots upward at a 45-degree angle. Once you're on the ledge, walk to your left to find a treasure chest hidden behind some railing. Use the same method to move to the next ledge directly above you.



jump to your left to find a previously unseen ledge and a box containing a Double Check.

After you obtain the Crossbow, use photon shots to encase and move the nearby enemy to the vicinity of the treasure chest you opened. Jump on top of the opened box's lid, then jump and fire a downward photon shot to teleport the enemy to the top of the box. Leap on top of the crystallized enemy, and



encase and swap positions with the enemy there. Jump vertically yet again, and shoot a photon upward to your left to trade positions with an enemy floating above you. Walk left until you see a red pillar. Before you destroy the pillar, jump on top of it and use it as a stepping stone to reach the elevated platform containing the Flare Gem.

To reach the Flare Gem, crystallize the enemy wandering on the first floor. Use it as a stepping stone to hop to the platform closest to the ground. From there, jump from the platform's edge to your right to reach another platform a little higher up. Jump vertically and fire two photons to your right to

Living Armor Drops

The enemy labeled the Living Armor that lurks in this dungeon drops important items: the Black Crystal (2), Empty Shell (2), Pact Chain (1), and Sharp Spearhead (2). You need these items to open up a weapon called the "Falchion" in a town you reach later (Coriander). Take the time to earn these items by repeatedly defeating the Living Armor via chopping off his various body parts. The items drop at random, so be patient to reap the benefits of success.

Enemy Drop List

Enemy	Item Drops by Body Part
Living Armor	Sharp Spearhead (weapon), Pact Chain (arm), Eyeball (head), Black Crystal (upper body), Empty Shell (lower body)



Primordial Ooze

LV 8

HP 1440



Statistics

Name	Primordial Ooze
Species	Giant Plant Unholy
Item	Thick Bone
ATK	40
AVD	18
MAG	20
RDM	5
HIT	10

RST	10
Fire	-20%
Lightning	80%
Ice	None
Earth	80%
Holy	None
Dark	20%

The Primordial Ooze uses a maneuver called the Stinking Missile to attack from afar. Use the dash technique to stay away from the center of the stage as you move closer to it. Quickly position yourself behind it and assault it with combos. To avoid its damaging close-range attacks, stay directly behind it as it attempts to adjust its position and face you. Be careful about cutting off this abomination's tentacles; the price for doing so is a counter-attack called Regeneration. This technique restores the creature's limbs while dealing massive damage to anything near the beast. Also be wary of a technique called Lock On. This is the initial phase of an unavoidable projectile attack labeled Wash Out, which poisons and inflicts damage to everything within the explosion's radius. When Lock On is first initiated, immediately split your group in two and move both teams away from each other. The foe can target only one group at a time, so this limits the attack's overall affect on the group, potentially avoiding casualties.



Hrist's Sword

After your battle with the Primordial Ooze, take a stroll to your right to watch a cut-scene. Then make your way out of Dipan Castle via the same route you entered. After you approach the stairway to the upper half of Dipan Castle, Hrist arrives to halt your escape. When the cinematic finishes, don't move to the left. Instead, take a few steps to your right to find Hrist's former weapon stuck in the tiled floor. Grab the powerful new weapon and proceed to the castle's entrance.



Lost Woods Mark II

Lezard the mage joins your group as you return to the lost woods. Aside from that, none of the enemies have grown in strength since you were last here, so proceed through the dungeon in reverse without fear.

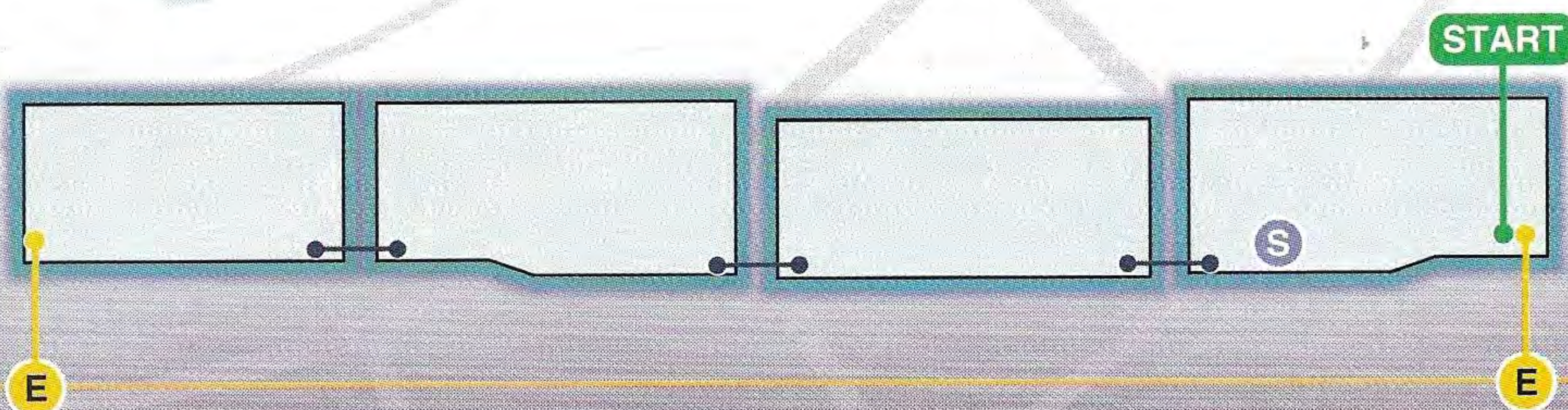


Kythena Plains

Hardly a dungeon per se, Kythena Plains is an enemy-infested road that links to a new map. Although there are no treasure chests here, many of the enemies in this area carry important items that are worth collecting if you have time to spare.



Kythena Plains Map



Kythena Plains: All You Need to Know

Enemy Drop List

Enemy Name	Items	Leader Item
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Small Demon Fang (head)	-
Dire Wolf	Beast Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast Tusk (head)	-
Warning Jewel	Blue Soul Flame (nucleus)	Shrine Chronicles
Living Armor	Sharp Spearhead (weapon), Pact Chain (arm), Eyeball (head), Black Crystal (upper body), Empty Shell (lower body)	Leather Boots
Giant Bat	Bat Ears (ear), Meat Chops (torso), Bat Wing (wing)	Tome of Godspeed
Flying Fish	Fish Scales (torso), Seafood (tail)	Fish Scales

Area Points of Interest



A cat in Solde's Chapel Square is hungry for Seafood. Feeding it Seafood 15 times gives you a set of items needed to obtain a rare item called the Cat's Ring, which is locked away in Solde's Armory. The aforementioned items include the Hunted Mouse, Tailless Lizard, Misfortunate Bird, and Cat Poop.

Seafood is randomly dropped when you cut off the tail of the Flying Fish in Kythena Plains. Dash to its rear and attack it repeatedly to target its tail and possibly earn enough Seafood to get the Cat Ring.



Dire Wolves and Giant Bats both drop Meat Chops, which are important for earning an item called the Dog Ring later. The body part that drops Meat Chops is different for both monsters. In the Dire Wolf's case, the tail randomly drops the item. The Giant Bat's weak point is its torso. In both

cases, however, simply navigate to the enemy's back to effectively attack the body parts of interest. Collect 15 Meat Chops if you want the Dog Ring later.

A circular portrait of a blonde anime-style girl with a crown, framed by a zodiac wheel. The girl has long blonde hair, blue eyes, and is wearing a white crown and a white dress with a blue sash. She is looking directly at the viewer. The portrait is set within a circular frame that is part of a larger zodiac wheel design. The wheel has twelve segments, each containing a zodiac symbol. The background of the wheel is dark purple. The overall image has a soft, ethereal quality.

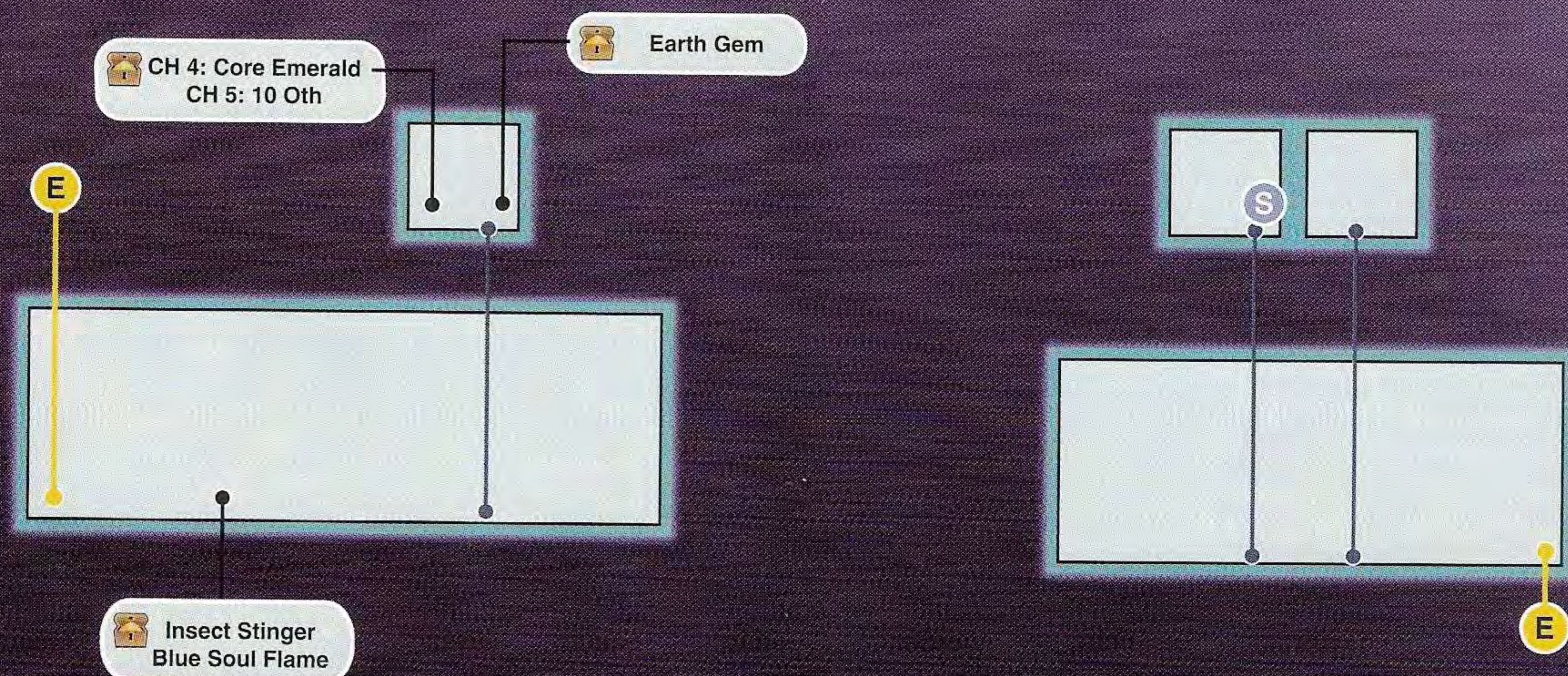
Coriander

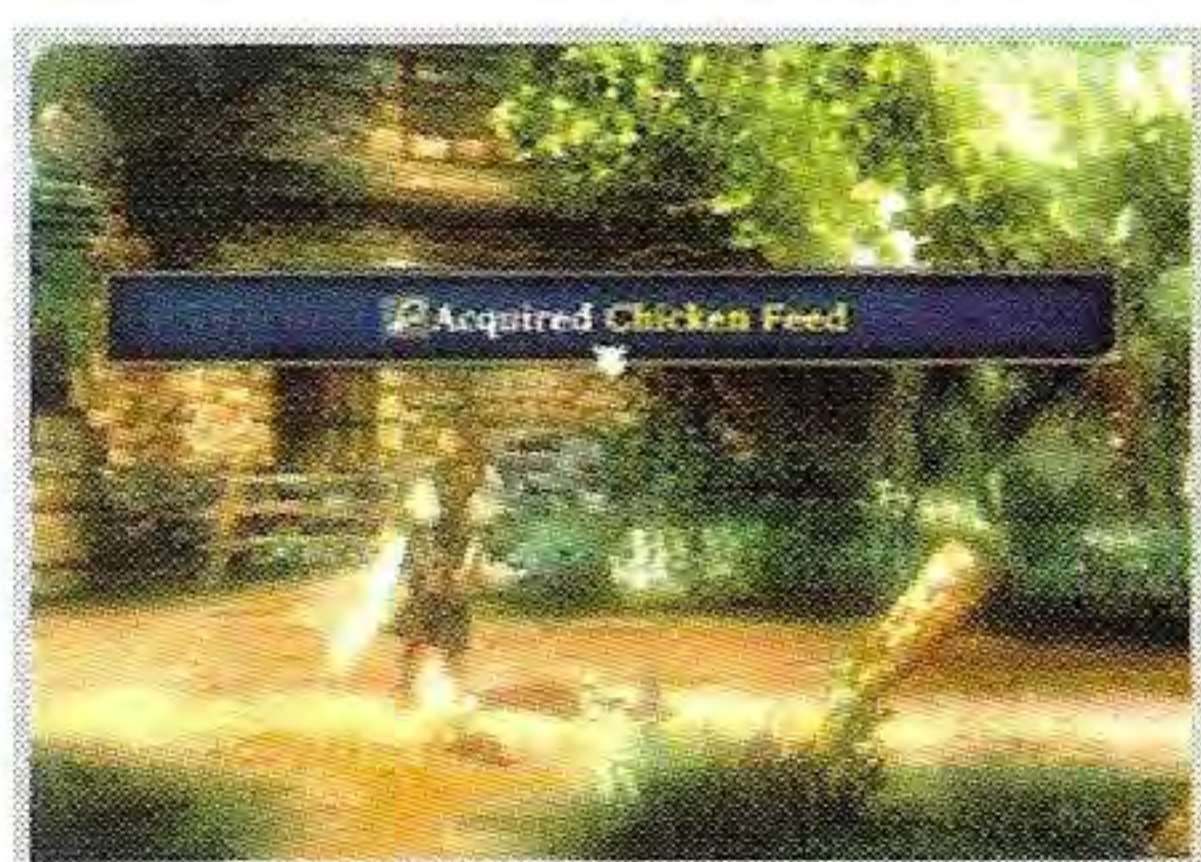
Name
Insect Stinger
Blue Soul Flame
Earth Gem

3

A photograph of a traditional Japanese wooden building, possibly a shrine or temple structure, with a thatched roof and surrounded by trees and foliage. The image is somewhat blurry and has a vintage feel.

Coriander Maps





A hungry chicken stands outside of the house directly next to the town Inn. Feeding it Bonemeal 15 times gives you a set of items needed to obtain an accessory called the Bird Ring, which is located in the Coriander shop. The items you receive are Chicken Feed, Vegetable Debris, Clamshell Chum, and Bird Poop. To obtain Bonemeal, hunt Skeletons in the Lost Forest or Skeleton Soldiers in Dipan Castle. Both enemy types randomly drop Bonemeal. Once you collect the items, you can purchase the Bird Ring from the merchant in Kalstad.

Serdberg Mountain Ruins

This is the first dungeon that makes use of Sealstones. The few available within this dungeon aren't extremely potent, with the exception of the Sword Blessing stone. Still, a free statistic bonus is always welcome. Get used to carrying Sealstones and using the ones that best help your situation.

Two sets of Einherjar can be materialized in this area. Between Celes and Tyrith, Celes is the one you want. She boasts a devastating Critical Skill called Dismantle, which demolishes enemies in a single blow. Equip her with items that raise her Critical Rate to increase Dismantle's effectiveness. Because there isn't an accessible save point near the materialization point, you may have to reload your game in Coriander to reattempt materialization if you get Tyrith instead. It's a frustrating process thanks to Celes' low appearance rate, but it's worth your while.



Serdberg Mountain Ruins: All You Need to Know

Einherjar

1. Celes (30%) or Tyrith (70%) 2. Alm (50%) or Woltar (50%)

Sealstones

Name	Cost	Effect
Fog Wrath	200	Detectability Down
Masochist Wrath	3000	Reverse Damage
Black Anchor Wrath	100	Increased Mass
Sword Blessing	150	Attack Up 120%

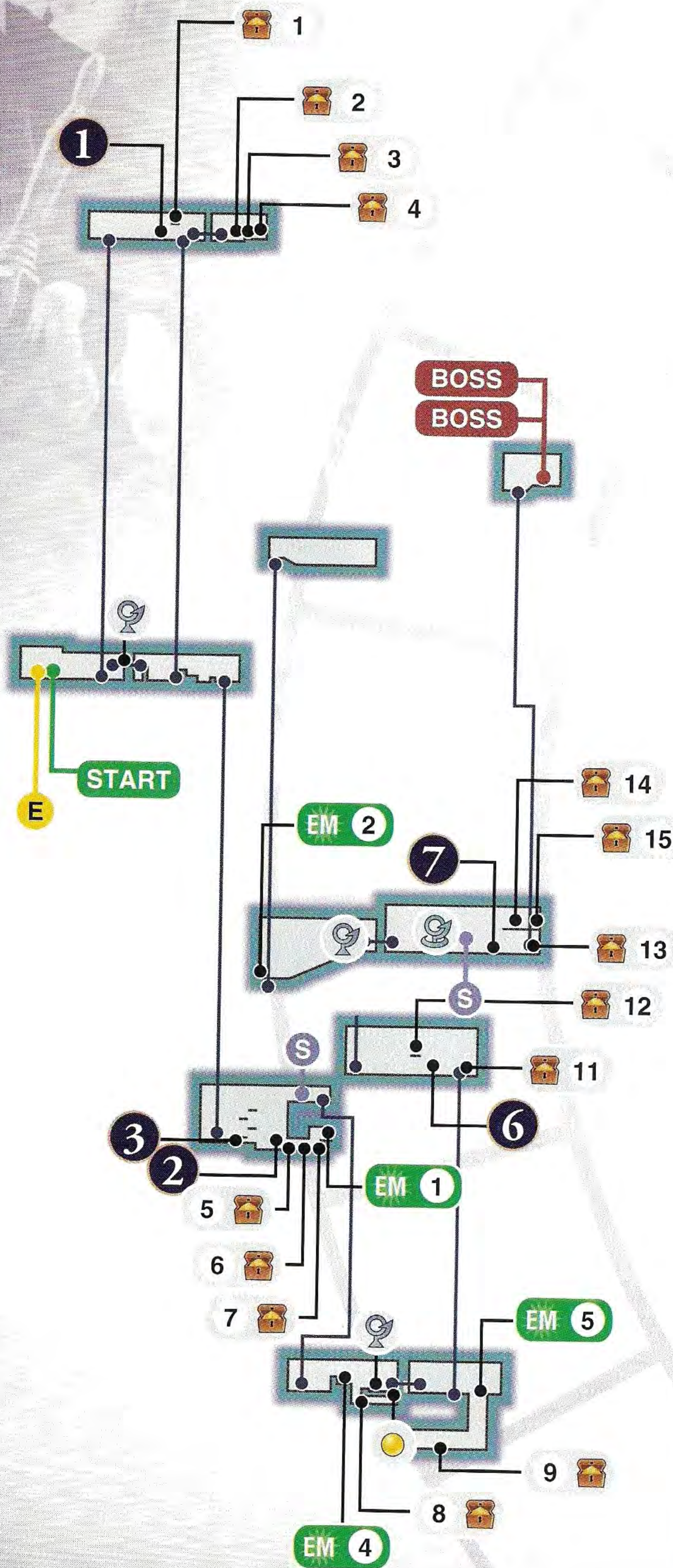
Treasures

- | | | |
|-------------------|-------------------|------------------------|
| 1. Ram's Horn | 6. Ice Gem | 11. 5000 Oth |
| 2. 2500 Oth | 7. Prime Elixir | 12. Metal Buckler |
| 3. Might Potion | 8. Falchion | 13. Dwarf Tincture |
| 4. Dwarf Tincture | 9. Dwarf Tincture | 14. Fire Proof Trinket |
| 5. 3400 Oth | 10. Gandeeva | 15. Metal Greaves |

Enemies

Enemy Name	Items	Leader Item
Kobold	Beast Pelt (head), Warrior's Arcanum (tail), Iron Ore (helmet, torso)	
Kobold Knight	Silver Sallet (helmet), Beast Pelt (head), Warrior's Arcanum (torso), Copper Coin (torso), Lucky Tail (tail), Koboldapult (weapon)	Warrior's Arcanum
Giant Hawk	Great Eagle Heart (right side), Raptor's Talon (wing), Feather (left side)	
Thunder Hawk	Thunderbreath Core (left side), Great Eagle Heart (right side), Charged Tail Feather (tail), Feather (wing)	Tome of Godspeed
Owlbear	Great Eagle Heart (upper body), Broken Claw (upper body), Indigo Plume (head feather), Beak (head), Feather (lower body)	Union Plume
Ghost	Blue Soul Flame (candlestick), Cursed Soul (candlestick left side), Flare Gem (candlestick right side)	Earth Gem
Sack Mimic (only when reinforcement)	Apothecary's Arcanum (bond), Thunder Gem (crushing), Brilliant Peacemaker (torso)	-
Crust Golem	Broken Claw (leg), Giant Pincers (arm, scissors), Blade Claw (tail), Ray Force (head horn), Golem Eye (light part after head horn is crushed), Geist Core (main body nucleus), Karsnaut (crushing 100%)	Fireproof Trinket
Wyvern	Dragon Gallstones (torso), Orientation Scales (head), Wyvern's Wingbone (wing)	Metal Buckler
Upper Lizard (when separate up)	Dragon Gallstones (torso), Orientation Scales (head), Wyvern's Wingbone (wing)	Metal Buckler
Lower Lizard (when separate down)	Holy Gem (torso), Red Dragon Bile (tail), Dragon's Talon (back leg), Unladen Swallow Scales (front leg)	-

Serdberg Mountain Ruins Map



Dungeon Points of Interest



1 You can reach the Ram's Horn by stacking two crystallized enemies on top of each other. Note the two enemies in the room. Fire a few photon shots to encase one of the monsters just to the left of the platform with the chest on it. Move the second enemy next to the first crystallized enemy. Jump on top of the first enemy, and fire a photon downward to teleport the second enemy above the first, stacking them on top of each other. You can then jump up to reach the Ram's Horn.



2 A shoddy wall hides a room containing three items and the materialization point for Celes and Tyrith. Attack the wall three times to break the wall and reveal the room. Keep in mind that you must complete this step before Point of Interest #3 (below), which blocks the wall from tampering altogether.



3 Note the red seal on the ground in this area. Climb up the platforms directly above it to find a strange looking pillar with an orb on top of it. Use photon shots to move the pillar to the platform to your bottom left. Then push the pillar down to the next closest ledge. Once you reach the bottom floor, push the object over the red seal to reveal a staircase leading to the next area.



4 You must teleport the second pillar in this area to the lower floor on your right. Once there, push the pillar to the right until it falls into the pit, breaking the floor and revealing a hidden passage that leads to a Sealstone and a Falchion.



5 Notice the cracked floor directly to the left of the green pillar. Position yourself directly on top of it and crystallize the pillar. From there, jump vertically and fire a photon downward at the pillar to teleport it to your aerial position. If you do this correctly, the pillar collapses through the floor, revealing a hidden passage. A rather strong enemy called the Crust Golem is at the bottom of this pit, so delve into the abyss with caution. If you decide to fight it, immediately move behind it to attack without the threat of major retaliation.



You obtain the Metal Buckler by crystallizing the airborne enemy in this area. Teleport the monster toward the ground near the platform. Jump vertically next to it and fire a photon downward at the apex of your jump. The crystallized enemy stays airborne after it's encased, so jump vertically next

to it and fire a shot while you hold the jump button. When you swap spots with the crystal in midair, direct your jump toward its top to land safely. Now jump over to the platform holding the Metal Buckler to obtain your prize.



A ledge towers over your position directly to the right of the final save point. Although you can't see it, a pillar sits at the edge of that outcrop. You can teleport this pillar by using photons. With the mini map as reference, fire two photon shots near the very end of that ledge to teleport yourself to the items above.

Leone & Arngrim

The mercenaries Leone and Arngrim join your ranks in the middle of this dungeon. Both are powerful members to include on your journey, though Arngrim's abilities stand out over Leone's. Specifically, his Soul Crush technique deals massive damage while still building plenty of meter for follow-up Special Attacks.

On a similar note, you may want to build up Leone and Arngrim to level 40 before the end of Chapter 3. Doing so awards you with several incredibly powerful weapons, all of which keep you well equipped until you make your way to the Seraphic Gate.



Wyvern

LV 14/13

HP 1920/850



Upper Lizard Statistics

Name	Upper Lizard
Species	Giant Scale
Item	—
ATK	95
AVD	80
MAG	34
RDM	28
HIT	23

RST	5
Fire	20%
Ice	-20%
Lightning	None
Earth	None
Holy	None
Dark	None

Lower Lizard Statistics

Name	Lower Lizard
Species	Scale
Item	Unladen Swallow Scales
ATK	110
AVD	40
MAG	25
RDM	10
HIT	25

RST	5
Fire	-50%
Ice	-50%
Lightning	-50%
Earth	-50%
Holy	-50%
Dark	-50%

Stay away from the edges of the battle field. The airborne menace can instantly blow any member of your party off the cliff with its Wing Flap attack. Move behind the winged lizard and attack its tail to avoid its most potent maneuvers.

The Wyvern splits into two different creatures after it takes enough damage. Although we recommend killing the Lower Lizard to obtain its item, you only have to defeat the Upper Lizard to win.



Coriander's Optional Quest: Ancient Forest

Item Checklist

Name

Golden Egg

After you defeat the Wyvern, leave the dungeon and go straight back to Coriander Village. Examine the chicken standing in front of the first house you see to get a Golden Egg. Now walk a few steps to your right and speak to the man holding a fishing rod. After the couple finishes their story about a mysterious, giant bird, leave town. A new dungeon called the Ancient Forest should appear on the world map.

Ancient Forest

This quest is completely optional. If you choose not to do it, skip ahead to the town called Villnore to resume the main storyline. You'll enjoy several benefits if you tackle this dungeon: several powerful items and a Sealstone wait for you at the end. However, it's very difficult to complete this dungeon at this point in the game, so you may opt to return to it later.



Ancient Forest: All You Need to Know

Minerjar

1. Chrystie (11.11%) or Sha-Kon (88.89%)

Treasures

1. Crystal Wand
2. Dwarf Tincture
3. Flare Gem
4. Screp
5. 7200 Oth
6. Iron Helm

Sealstones

Name	Cost	Effect
Manacles Wrath	400	No Guarding
Poison Pin Blessing	300	Attack with Poison
Sheathed Power Wrath	30000	Inflicted Damage 1/4
Treasure Bonus	400	Bigger Bonus

Enemies

Enemy Name	Items	Leader Item
Toxic Flower	White Flower Petal (head), Poison Seed (torso), Nightshade (petal)	Lily
Thunder Hawk	Wing Feather (wing), Great Eagle Heart, Thunderbreath Core, Charged Tailfeather (tail)	Tomb of Godspeed
Owlbear	Great Eagle Heart (upper body), Broken Claw (upper body), Indigo Plume (head feather), Beak (head), Wing Feather (lower body)	Union Plume
Kobold Knight	Silver Sallet (helmet), Beast Pelt (head), Warrior's Arcanum (torso), Copper Coin (torso), Lucky Tail (tail), Koboldriller (weapon)	Warrior Potion
Sack Mimic	Apothecary's Arcanum (bond), Thunder Gem (crushing), Brilliant Peacemaker (torso)	Foolproof Trinket
Goat Man	Heavy Crossbow (weapon), Lamb's Horn (horn), Lamb's Tooth (head), Piercing Imprint (right arm), Falcon Imprint (left arm), Shell Shade (front side), Tail Armor (rear side)	Lightningproof Trinket
Troll	Heart Core (upper body), Troll Clay (both arms, both legs), Apothecary's Arcanum (lower body)	Iron Helm
Cybersaur	Busted Sword	Flare Gem
Griffon	Griffon Talon (leg-back wing tip), Wing Feather (front wing), Pure White Plume (head adornment), Gargoyle's Wings (rear wing base), Garnet (head), Great Eagle Heart (torso), Feather (lower body), Jade Sealpouch (crushing 100%)	Charge Break
Kobold Warrior	Koboldriver (weapon), Adamantite (helmet), Beast Pelt (head, chest), Silver Coin (torso), Lucky Tail (tail)	-
Kobold King	Busted Spear (weapon), Eternal Silver (helmet), Sacred Spinel (head), Crown (chest), Gold Coin (torso), Lucky Tail (tail), Magician's Hat (crushing 100%)	Gold Coin



LV 22

HP 3360



Name	Griffon
Species	Giant Beast
Item	Griffon's Talon/Green Sealing Device
ATK	480
AVD	350
MAG	54
RDM	45

HIT	24
RST	15
Fire	None
Ice	None
Lightning	20%
Earth	-20%
Holy	None
Dark	None

only chance you have to deal with this beast's heinous damage capabilities. Additionally, carry the Poison Pin Blessing stone to add the possibility of poisoning it. If you want a more immediate affect, take the Sword Blessing stone with you if you've restored it.

waste to your group, so play patiently and move around the field very carefully. *Never* allow yourself to end up in the pit-like area; it's easy for the group to surround you there. Focus on a hit-and-run strategy as your key to walking away with a win. Cybersaurs turn around fairly slowly, so use long double-dashes to safely move behind the leader and pelt him with a few combinations. Never use all of your AP; leave at least two bars available to dash away from your foe after each successful attack. When you're low on AP, run away from foes until your AP replenishes.



When you dash away,

use the little space you have to move around and replenish a little AP. If the boss moves in and nails you with one of its many attacks, use a Dwarf Tincture to revitalize your party and continue the mayhem.

Return to Coriander once you've dealt with the Griffon. Speak to the couple that initially mentioned the giant bird to receive a Might Potion.

Villnore

Item Checklist

Name

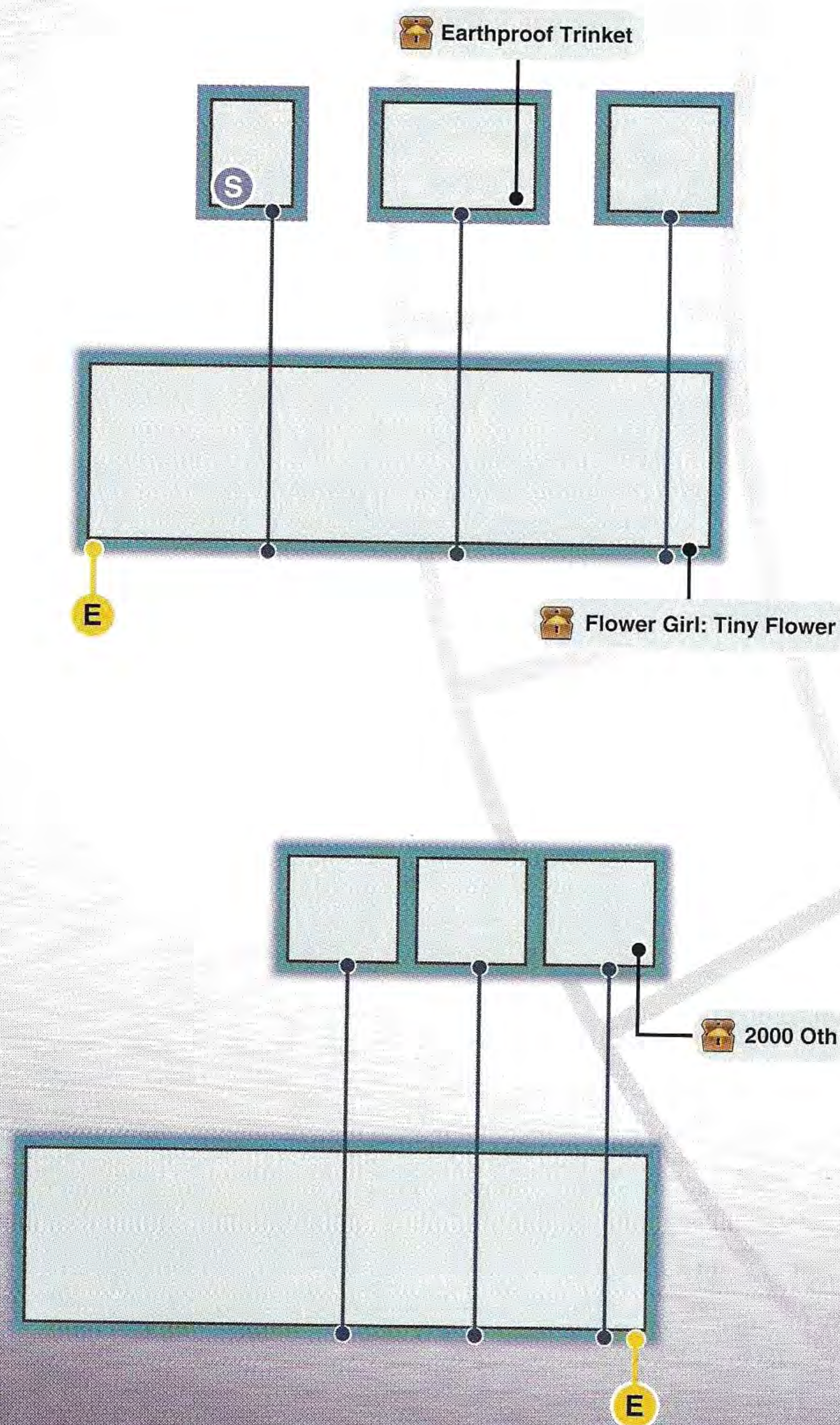
Earthproof Trinket

Tiny Flower

2000 Oth

Take care of a few things before you move on with the main story. First, if you have the Meat Chops you earned earlier, feed them to the dog at the town's entrance. He gives you a Sucked Bone, Bitten Shoe, Worn Out Cloth, and Dog Poop. Keep these items until later, when you can sell them to obtain the Dog Ring. Now pay a visit to the first house in town. Examine the box in the far right corner to get an Earthproof Trinket. Also, enter the house directly to the right of the armory. Examine the far right edge of the house to find 2000 Oth ripe for the picking.

Villnore Maps



When you're ready to proceed to the next dungeon (Audoula Temple on the Lake), speak to the young man in green walking around the west side of town. Also, speak to the three men standing around the table in the center of the tavern. They speak of the many horrors taking place in the Turgan Mines.



Turgan Mines

Stock up on Dwarf Tinctures, Honeysuckle Dew, and Union Plumes before you enter this dungeon. The enemies in this area possess absurdly high attack and defense ratings, so any battle in this area can go sour very quickly. That aside, this dungeon is completely optional. The reward for defeating this area's boss is 10000 Oth and a bushel of useful items and Sealstones. Although difficult, this dungeon is completely manageable at this point in the game.



Regarding this area's indigenous enemies, most physical attacks don't damage Wasp Nests, but magic-based attacks do. Loading your party with wizards, like Alm, Lezard, and Mithra, is the most effective way to deal with these pests. You can also equip specific weapon types that deal elemental damage to Wasps Nests. For example, the Karsnaut, which is a rare drop from the Crust Golem in Serdberg Mountains, deals Holy damage (a perfect choice for Alicia).

Turgan Mines: All You Need to Know

Minerjar

1. Lylia (50%) or Millidia (50%)

Treasures

- | | |
|----------------------|--------------------|
| 1. Prism Gem | 7. Honeysuckle Dew |
| 2. Dwarf Tincture | 8. Dwarf Tincture |
| 3. Elixir | 9. Overdrive |
| 4. Crystal Chainmail | 10. Prime Elixir |
| 5. Key to the Mines | 11. 15000 Oth |
| 6. 5000 Oth | 12. Anointed Cloak |

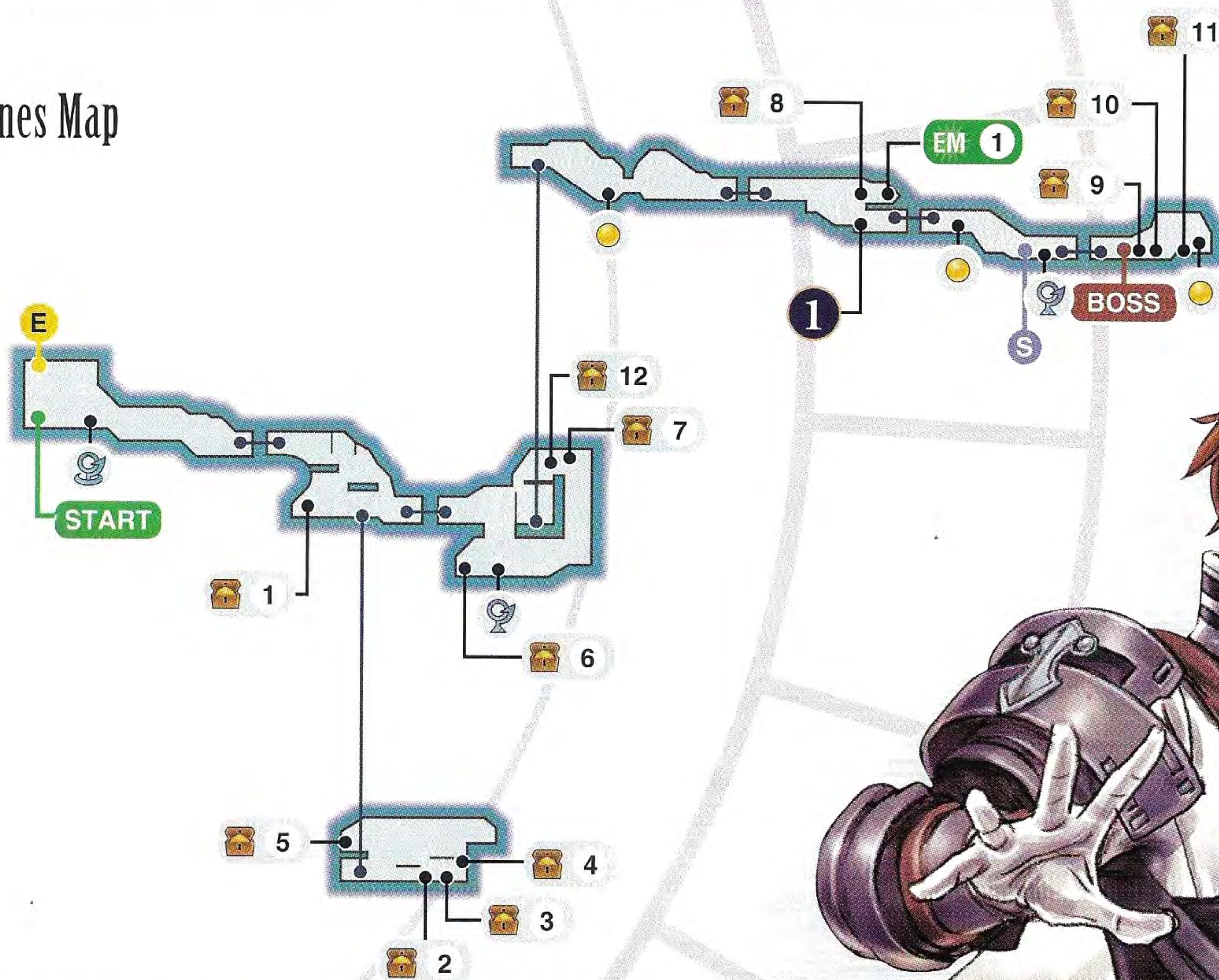
Sealstones

Name	Cost	Effect
Fetters Wrath	2000	No Evade/Counter
Brimstone Law	20000	Turn to Fire
Alarm Blessing	600	Guaranteed Initiative
Gold Grubber Law	1200	Acquired Oth x 3, Experience = 0

Enemies

Enemy Name	Items	Leader Item
Wasp Nest	Legion (main force), Royal Jelly (task force)	Spectacles
Giant Snail	Stone Bullet (shell), Black Pearl (front shell), Adhesive (insides), Gas Ejector (belly leg), Honeysuckle Dew (mouth)	Union Plume
Lizard Lord	Monster Scales (tail, upper body), Fairy-in-the-Box (belt), Piercing Imprint (weapon), Worn Shield (shield), Bellflower Stone (lower body), Alligator Skin (tail)	Warrior's Arcanum
Clay Man	Bone Mace (fingertip), Solid Bone (tentacle base), Tentacles (upper tentacle tip), Electric Bone (upper tentacle base), Heart Core (torso), Eyeball (head)	Tome of Anarchy
Queen Wasp	Indigo Plume (both upper feathers), Tuning Wing (both below feathers), Insect Claw (arm), Big Bugeye (head), Giant Amber (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Big Needle (tail tip), Olive Crown (crushing 100%)	Royal Jelly
Meteoric Swarm	Legion (main force), Tuning Wing (task force)	-
Gigantic Wasp	Indigo Plume (both upper feathers), Tuning Wing (both below feathers), Insect Blade (upper arm), Insect Claw (mid-arm, lower arm), Big Bugeye (head), Amber Core (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Lance Needle (tail tip), Crimson Sealpouch (crushing 100%)	Royal Jelly

Turgen Mines Map



Dungeon Points of Interest



To reach the Einherjar materialization point, crystallize the crawling enemy just below the edge, and then jump on top of it. Now turn to your left and fire two photon shots to encase and swap positions with the second strolling enemy. Use the stacked crystals to leap to the upper ledge.

Queen Wasp

LV 20

HP 5280



Statistics

Name	Queen Wasp	HIT	42
Species	Giant Insect	RST	37
Item	Tuning Wing/Insect Claw/Olive Crown	Fire	-20%
ATK	198	Ice	None
AVD	163	Lightning	None
MAG	47	Earth	-20%
RDM	36	Holy	None
		Dark	None

The combination of two Sealstones makes this bout manageable. First and foremost, make sure you have the Fetters Wrath set on the pedestal in this dungeon. Second, every enemy in this fight, including the queen and the wasps that defend her, are weak to fire-based attacks. Carry the Brimstone Law Sealstone with you before you enter the final room.

As the match starts, perform a target switch and check the enemies in the area. You'll notice a combination of wasps and eggs spread throughout the room. Your first priority is to destroy those items. Allowing the eggs to sit unharmed results in hatched enemies, so avoid the queen and lay waste to the awful sacks of monstrous life.



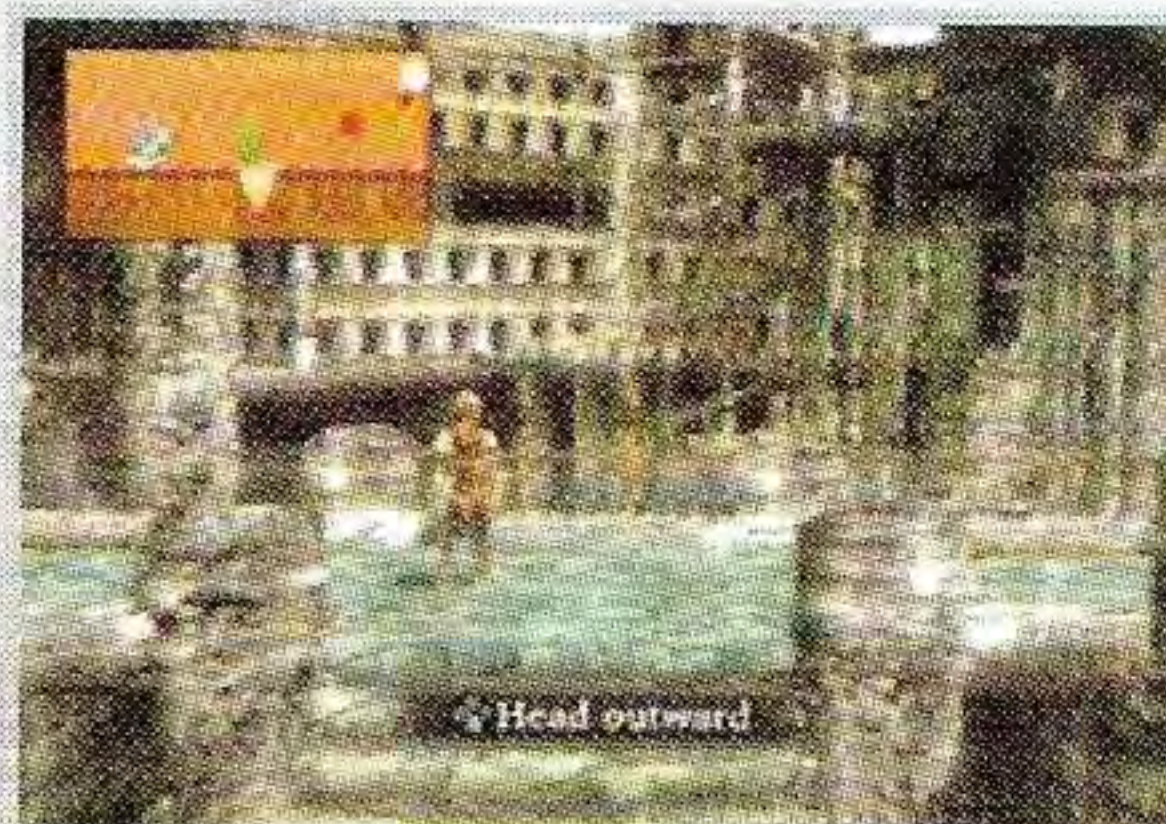
The queen herself isn't so difficult to deal with at first. Attack her from behind, and save enough AP to dash to a safe distance. Use the landscape to your advantage; lead her to the bottom of the hill, then dash around the pillar to the top, gaining the higher ground. As she attempts to circle around the pillar to the upper level, stand directly next to the pillar and use the very edge of your attack radius to safely nail her as she slowly makes the turn. When she reaches the upper level, dash down a floor and look for a moment to repeat the process as she drops to follow you.



When her HP drops low enough, she starts to emanate a green haze. This is the initial phase of a poison-based attack called Variation Omega. It homes in on your party from anywhere onscreen. This attack deals absolutely massive damage, often leaving your party at a crippled 10-15% of maximum HP. There's only one way to avoid this attack: hide behind a wall when she initiates it. The best place to hide happens to be the room populated with eggs at the northern part of the map. Dash in that direction whenever you recognize Variation Omega's initial phase.

Audoula Temple on the Lake

This dungeon takes a lot of time to negotiate, thanks to its myriad photon puzzles. Here, through a ton of trial and error, you learn just how complicated photon puzzles can get. Once you complete this dungeon and its many puzzles, be sure to store the Ice Blessing Sealstone away for later. It's absolutely vital for the Surts Volcano Cavern, which is completely overrun with fire-based enemies.



Audoula Temple on the Lake: All You Need to Know

Einherjar

1. Phyress (88.89%) or Ehrde (11.11%)
2. Khanon (100%)

Treasures

1. Crystal Chainmail
2. Dwarf Tincture
3. Iceproof Talisman
4. Union Plume
5. Strength Bow
6. Elixir
7. Charge Break
8. Anointed Cloth
9. 10000 Oth
10. Thunder Gem
11. Evil Eyebrow Ring
12. Thunder Crystal

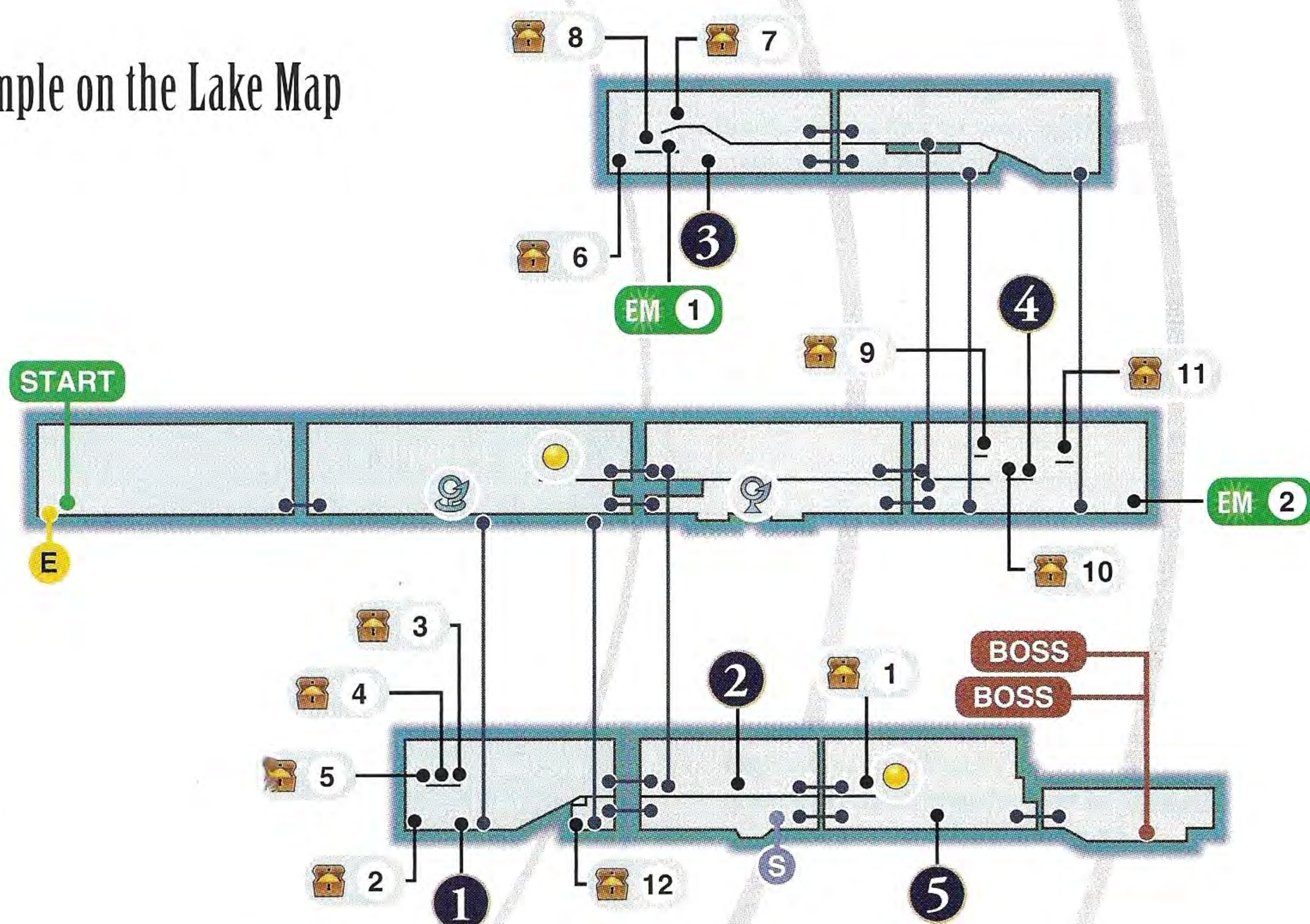
Sealstones

Name	Cost	Effect
Chasm Wrath	4000	RDM 1/2 RST 1/2
Ice Blessing	600	Ice Attack 150% Fire Attack 1/2
Gold Blessing	500	More Money

Enemies

Enemy Name	Items	Leader Item
Skull Fish	Seafood (head), Thunder Gem (nose), Fish Phosphorus (torso), Tough Fin (tail)	
Lizard Man	Monster Scales (upper body), Alligator Skin (tail), Karsnaut (weapon), Empty Box (belt), Dragon Gallstones (lower body), Worn Shield (shield)	Viking Sword
Lizard Lord	Monster Scales (upper body), Fairy-in-the-box (belt), Dragon Gallstones (lower body), Piercing Imprint (weapon), Worn Shield (shield), Alligator Skin (tail)	Warrior Potion
Strobila	Walkflower Root (both tentacles), Vegetable Seed (flower), Walkflower Tendril (mid tentacles), Electric Bone (torso), Wax Clump (stalk)	Warrior Potion
Deep One	Mystic Cult Staff (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Sabertooth (head)	Anti-Cold Amulet
Giant Crab	Giant Pincers (scissors), Stone Cutting Pincers (arm), Seafood (leg, shell), Tough Fin (tail), Ray Force (head horn), Golem Eye (light part after head horn is crushed), Geist Core (main body nucleus)	-
Kraken	Bone Mace (mid tentacles), Mace Head (Both Tentacles), Ammunition Shell (rear dragon head), Stone Bullet (rear dragon head), Tentacles (low leg), Vermillion Cartilage (head), Seafood (head upper part), Divine Time Giver (crushing 100%)	Overdrive

Audoula Temple on the Lake Map



Dungeon Points of Interest



You obtain the Strength Bow and other items through a little tricky crystallization. Move the two flying enemies in this room so that they're near any side of the ledge that holds the items. Freeze the first enemy just within jumping distance high above the ground. Freeze the other enemy close enough so that you can hit it with a downward photon shot from atop the encased enemy. Just after you fire the photon shot, immediately jump toward the ledge to teleport the second enemy northwest of the first. When you reappear, both enemies should be in offset positions such that you can use them as stepping stones to reach the floating ledge.



The lever in this area changes where the water flows, affecting your access to either the save point or the Ice Blessing Sealstone. To shut down the water altogether, go to the upper part of the area holding the Anointed Cloak. A stone sits in the middle of the path; push it to the left so that it falls into the crevice with water running through it. Return to the lever and push it to the right so that it shuts down both sides of water flow.



3 To reach the Ehrde and Phyress materialization point, position yourself a few steps away from the front of the pillar just before the raised ledge. Jump vertically and fire an upward photon; the shot should pass just over the monster sitting at the ledge and bounce off the roof above it. If your aim is true, the shot then bounces off the ledge floor and hits an airborne enemy floating off screen. The shot must be spot-on, so you may have to nudge around a bit. Use the mini map to see the floating enemy's location and the photon shot's flight path for better results.



4 Getting the Evil Eyebrow Ring isn't quite as difficult as it seems. On this area's second floor, leap across the pit to the ledge just to the left of the Evil Eyebrow Ring. Crystallize the floating enemy in the area and move it to the ledge's vicinity (not all the way at the end; you need room to jump). Jump vertically and fire a photon downward to teleport the enemy as high as possible into the air. Now stand directly at the edge of the ledge you're on and jump vertically. At your jump's apex, fire a photon so that it reflects off the ledge that holds the Evil Eyebrow Ring. Just after the shot bounces, jump east off the ledge. Time this so that you're at the peak of your jump just as the reflected photon shot hits the crystallized enemy. Just as you swap places with the crystal, hold the jump button to jump on top of the rematerialized crystal. You can now jump over to the Evil Eyebrow Ring's ledge. Be careful opening the chest—a bomb trap is attached to it. As the trap detonates, jump vertically to avoid the explosion and safely take your prize.



5 Reaching the Gold Blessing Sealstone is tricky. Stand under the Sealstone's ledge, jump vertically, and take a look at your mini map. Note the two enemies against the wall directly behind the stone. Position yourself just to the right of the Sealstone ledge, then jump vertically and fire an upward photon shot. Photon shots can fly through the wall behind the stone, so the goal is to hit the flying enemy on the other side and swap positions with it. After you rematerialize, hold the jump button to avoid falling on the enemy below you. Then land and crystallize him. Jump on top of the enemy and carefully watch your mini map. After the floating enemy with whom you traded positions breaks free, it slowly starts moving toward the Sealstone. When it's close enough, jump vertically from your position atop the frozen enemy (you may have to freeze him again) and fire two photons downward through the wall to trade positions with the floating enemy. When you rematerialize, hold the jump button to leap to the Gold Blessing Sealstone's ledge.

Kraken

LV 19

HP 6000



Statistics

Name	Kraken
Species	Giant
Item	Divine Time Giver
ATK	155
AVD	130
MAG	42
RDM	32
HIT	40

RST	15
Fire	-20%
Ice	20%
Lightning	-50%
Earth	None
Holy	None
Dark	None

Before you tackle the Kraken, take the Chasm Wrath stone with you. This lowers its defense and resistance significantly, giving you a huge advantage.



There are two methods for dealing with the Kraken. The first is to simply rush in and pummel the oversized squid with an item-heavy close range assault. Start by moving around the arena's edge and destroying the two devices that keep the flood gates closed. Once the water seeps out of the area, move into the arena and pound the beast with combinations from behind. You must absorb a lot of damage fighting in this manner, so bring plenty of Dwarf Tinctures. Rufus' Sap Power spell is also helpful in this regard; it lowers your enemy's attack rating to a degree.



The other way to deal with the Kraken is less risky but a lot more time consuming. Split your party into two groups: Rufus and a mage of some sort in one group, and Alicia and Dylan in the other. The Kraken targets and follows whichever group you're controlling, so move Alicia and Dylan into a corner to get the Kraken to face them. Now move your two long range characters behind the Kraken. It slowly turns around to face those characters as you control them, so, if necessary, switch back to Alicia and Dylan if the Kraken manages to face your long range group. The idea is to distract the creature with Alicia and Dylan to allow the long range group to slip behind it and attack a few times while its back is turned. When your AP drops to two bars, switch back to the distraction group to build AP and force the squid to keep its focus off of the damage dealers.

Kalstad

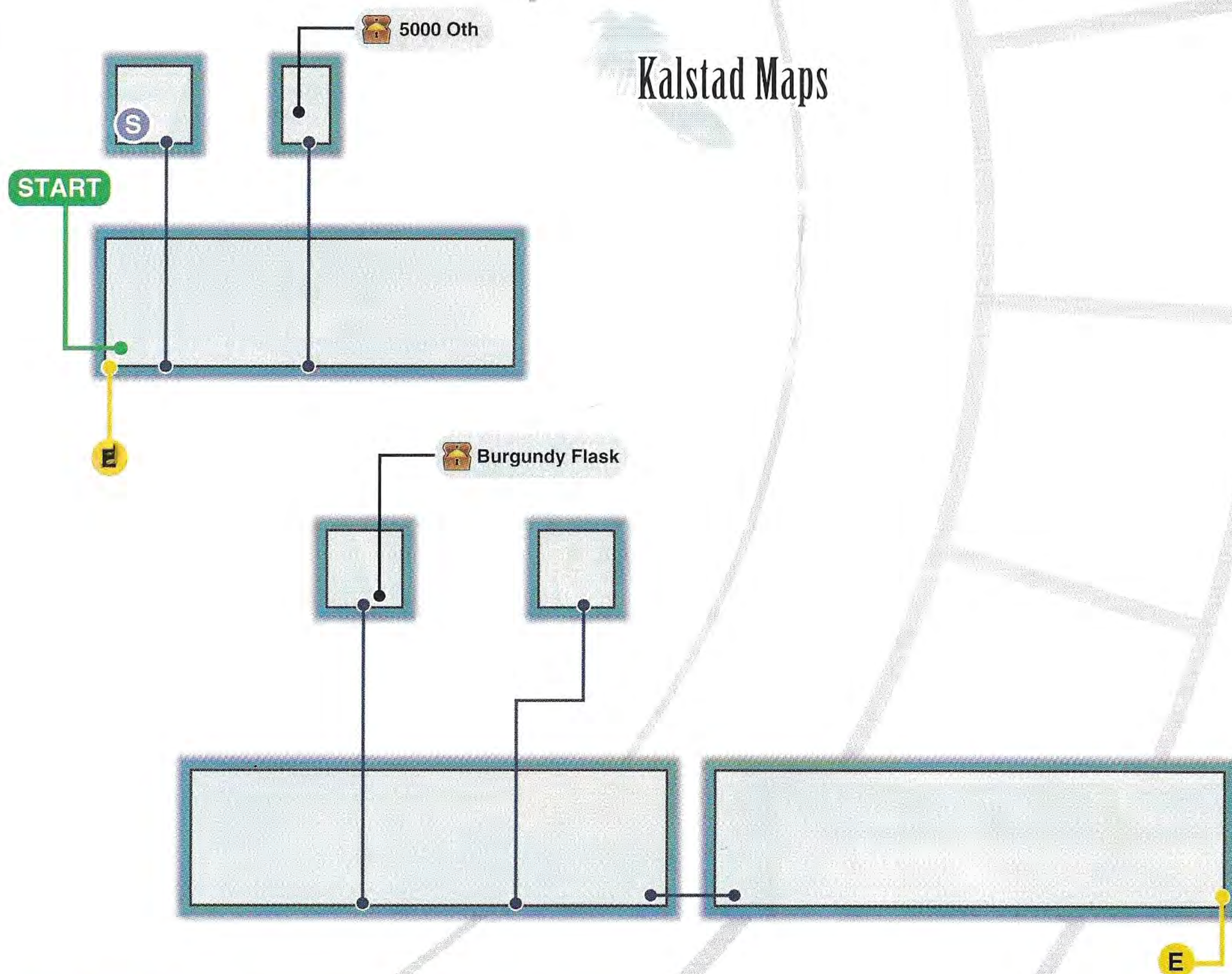
Item Checklist

Name

5000 Oth

Burgundy Flask

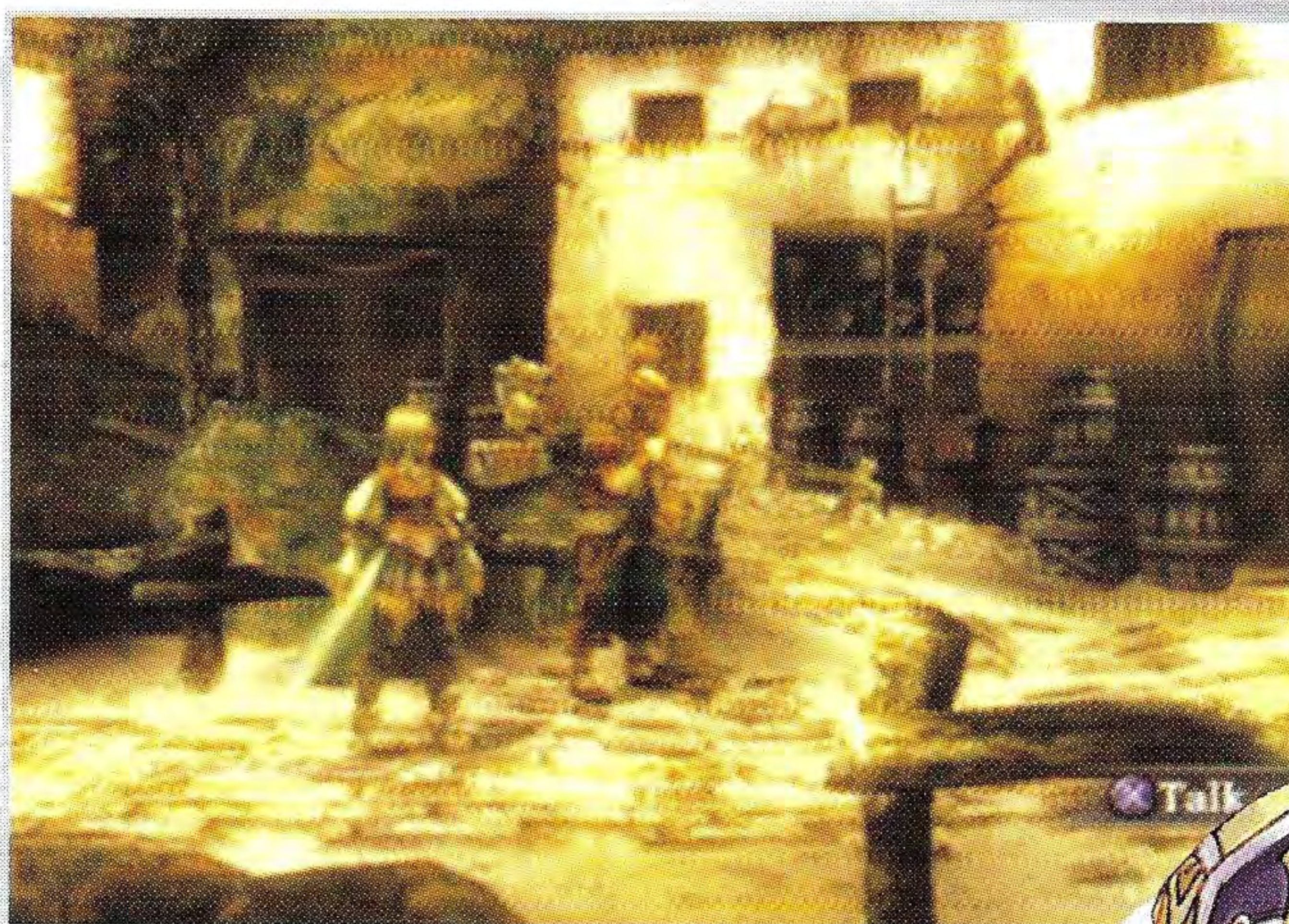
The house to the right of the Inn has 5000 Oth inside; it's on the leftmost shelf. Enter the alley to the left of the Inn. Proceed into the first house you reach, and examine the room to find a Burgundy Flask. The boy standing outside of this house asks for a 10-Oth donation if you talk to him twice. If you give him a donation 30 times or more, an item becomes available during Chapter 6. The donations total a mere 300 Oth, so we recommend that you make them. Finally, check out the merchant in the Kalstad Inn before you leave. He's selling the Bird Ring, which you can now obtain from him if you collected the necessary items from the chicken in Coriander. It's a good idea to pick up a Frostbane for Alicia as well; it deals ice-based damage, which is highly useful against the fire-based enemies you soon face. It doesn't hurt to get an Infinity Rod for Lezard, either; it's the first rod available that allows you to use Great Magic (the mage's version of a Soul Crush).



Divine Time Giver

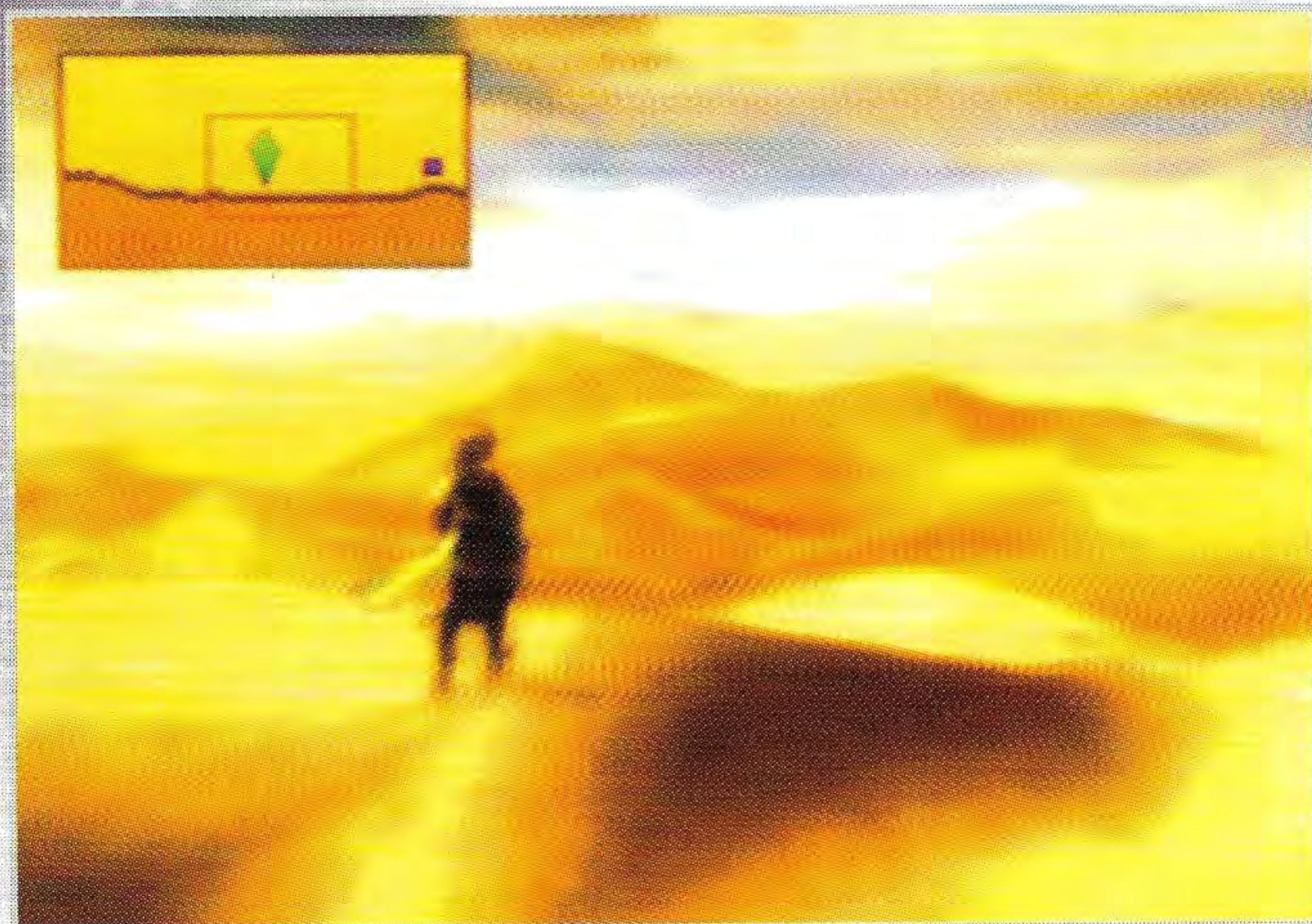
You receive an item called the Divine Time Giver after you defeat the Kraken. This work of art enables anyone in your party to attack a second time after his or her first attack...at the cost of double AP. Essentially, this allows you to attack indefinitely until your AP is exhausted. Although we never

advise expending that much AP if it doesn't guarantee a kill, it's still a helpful option when you're going for Direct Attacks. Experiment with this new ability in the Sahma Desert.

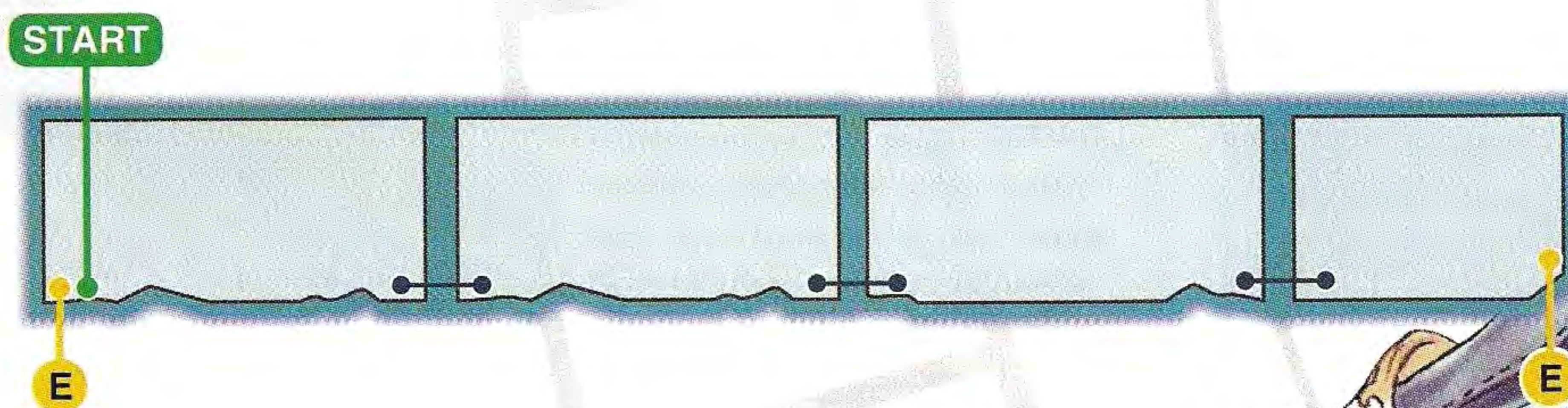


Sahma Desert

Similar to Kythena Plains, the Sahma Desert is a linear dungeon that acts as a bridge to a new map. Although it contains no items, an Einherjar materialization point waits for you at the end of this stage. If you're willing to make several trips through Sahma, attempt to get Zunde or Aaron as your Einherjar. Both of them are stronger choices than Dyn.



Sahma Desert Map



Surts Volcano Caverns

The Ice Blessing Sealstone, obtained from Audoula Temple on the Lake, is crucial for this dungeon. This area's fire-based enemies receive a significant attack boost from the nearby Fire Blessing Sealstone. The resulting damage output from fire-based attacks is massive, often eradicating 50% or more of your party's HP in a single hit. Your only means to compensate for this is the Ice Blessing stone, which negates the Fire Blessing stone's effect when it's placed nearby.

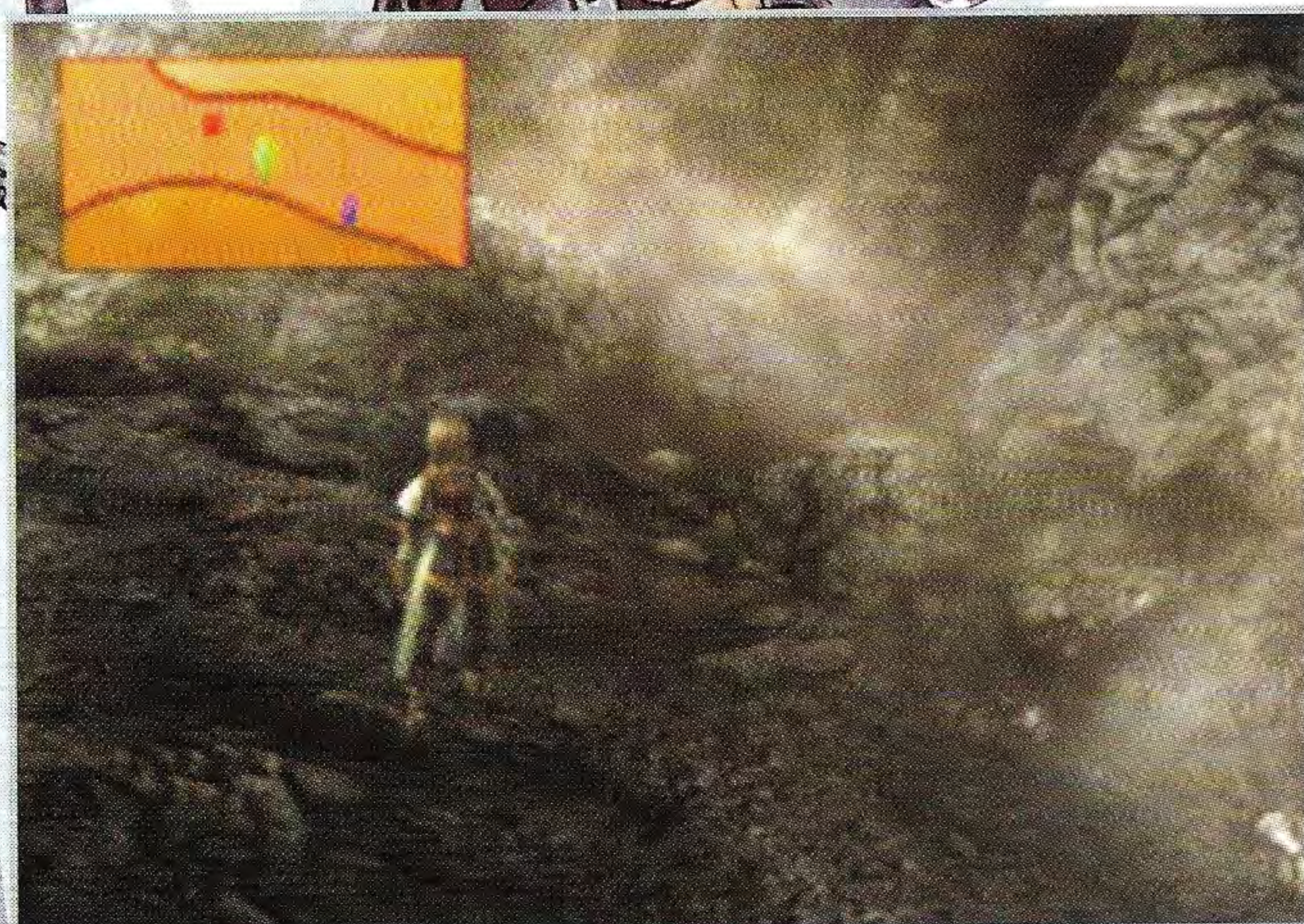
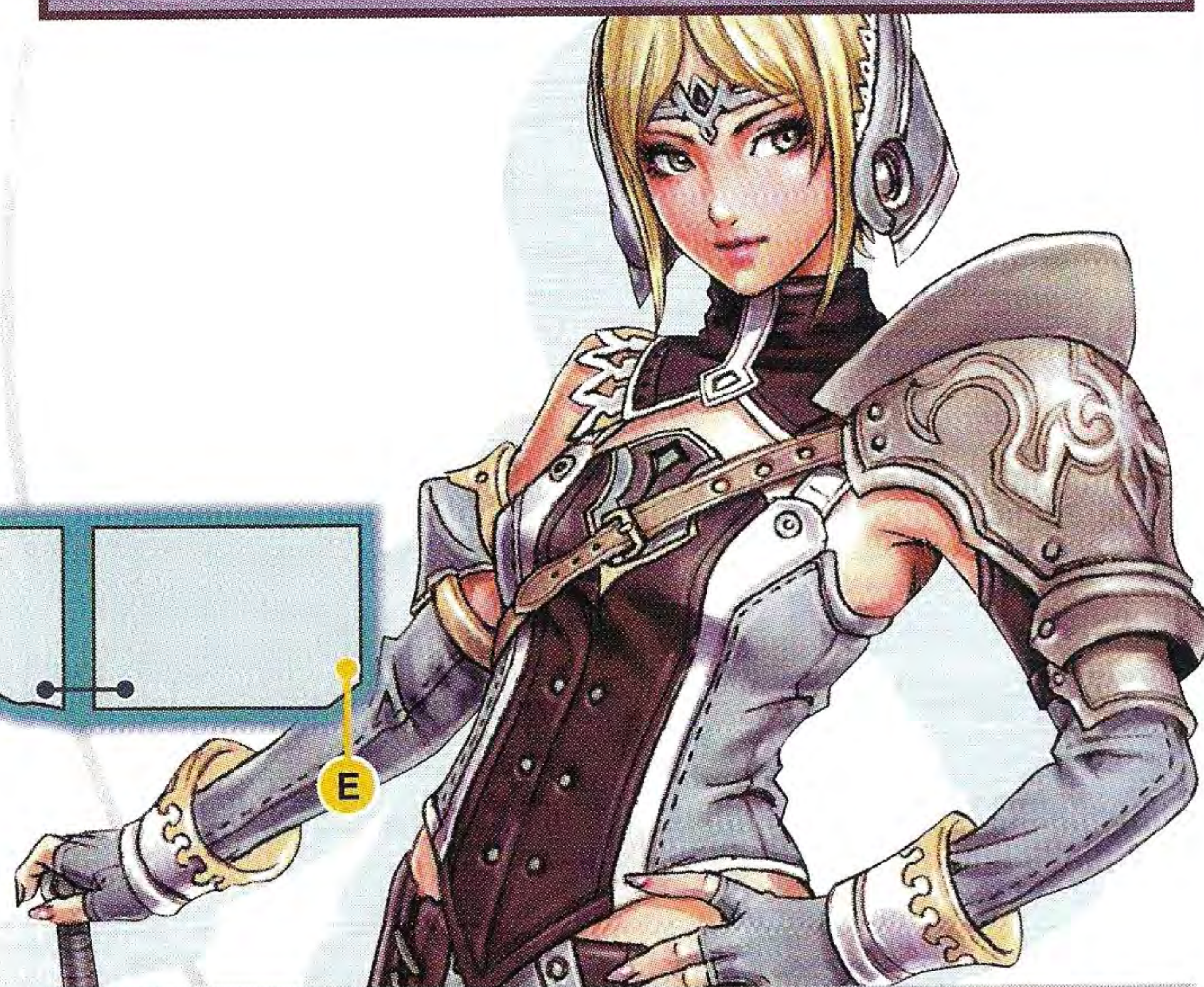
Sahma: All You Need to Know

Einherjar

1. Aaron (31.25%) or Zunde (18.75%) or Dyn (50%)

Enemies

Enemy Name	Items	Leader Item
Giant Scarab	Insect Claw (front leg), Stone Bullet (torso), Beetle Shell (outer shell), Beetle Horn (head)	Holy Water
Sand Flower	White Flower Petal (head), Giant Amber (torso), Nightshade (petal)	Earth Gem
Desert Beast	Battering Ram's Horn (horn tip), Snakebelly Armor (tail), Empty Shell (back armor), Baraka (leg armor), Black Crystal (torso), Spiral Arrowhead (shieldfront), Hot Plate (rear shield face), Worn Shield (arm shield)	Prism Gem



Surts Volcano Caverns: All You Need to Know

Einherjar

1. Arcana (50%) or Sophalla (50%)
2. Psoron (37.5%) or Farant (62.5%)

Treasures

- | | |
|-------------------|-------------------|
| 1. Dwarf Tincture | 6. Spider Fighter |
| 2. Union Plume | 7. 15000 |
| 3. Pallasch | 8. Royal Glove |
| 4. Overdrive | 9. Might Potion |
| 5. Ice Crystal | |

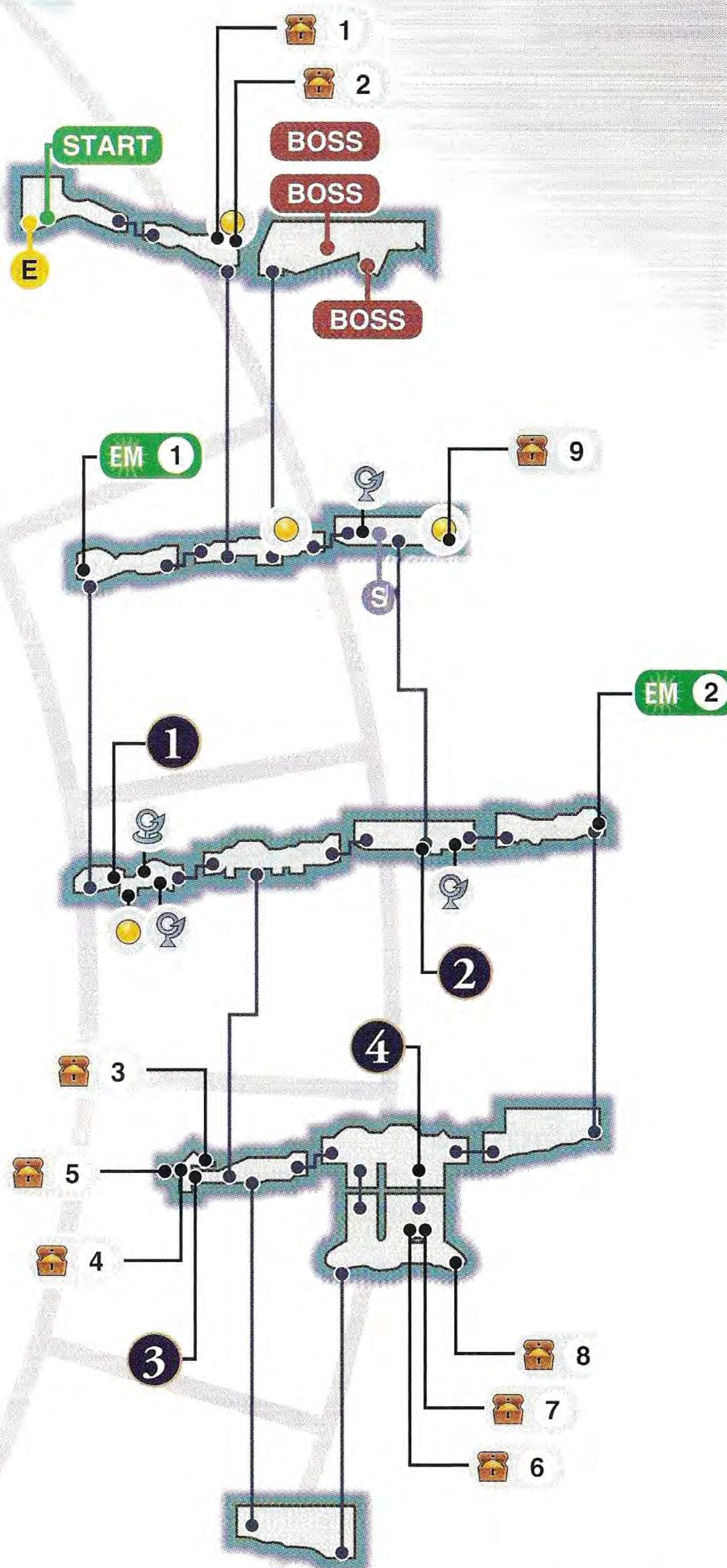
Sealstones

Name	Cost	Effect
Lifeforce Blessing	2000	HP Recovery 200%
Cotton Dust Wrath	200	Decreased Mass
Achromatic Law	4000	No Tolerance
Fire Blessing	600	Fire Attack 150%, Ice Attack 1/2
Barrier Blessing	1000	Negate Light Damage
Iceberg Law	20000	Turn to Ice

Enemies

Enemy Name	Items	Leader Item
Giant Scarab	Bug Key Claw (front leg), Stone Pritt (torso), Armored Beetle Shell (outer shell), Beetle Horn (head)	
Fire Bat	Firemouse Fur (torso), Bat Cloak (wing), Bat Ear (ear)	
Skeletal Soldier	Hail Jewel (both arms), Lightning Stone (torso), Busted Staff (weapon), Flame Armor (armor), Eyeball (head)	Tome of Anarchy
Hellhound	Flare Ore (tail), Beast Pelt (leg), Firebreath Core (torso), Beast's Fang (head)	
Red Jewel	Core Ruby (nucleus)	Flare Gem
Red Lizard	Piercing Imprint (weapon), Vermillion Scales (upper body), Worn Shield (shield), Alligator Skin (tail), Dwarf Tincture (lower body)	
Wild Lizard	Pyrotechnic Ore (torso), Dragon's Talon (tail), Unladen Swallow Scales (front leg), Spiked Claw (back leg)	Dwarf Tincture
Evolver	Flare Ore (right arm), Pyrotechnic Ore (left arm), Flamberge, Phosphate Ore (lava both hands)	Flare Crystal
Evolver 2	-	Flare Crystal

Surts Volcano Caverns Map



Dungeon Points of Interest



There's a small crack at the bottom right corner of this wall. Fire a couple of photons downward through the crack to hit and swap positions with the enemy on the other side. The enemy you teleport is unique; it carries a Sealstone inside it. Leave the screen to your right, and then reenter the room to have the enemy re-spawn back at its original location. Attack and defeat the enemy to gain access to the stone.



2 The giant pillar at this dungeon's center collapses to the other side of the lava ravine once the debris on the pillar's east and west sides is cleared. Attack the base of the pillar to clear the debris.



3 Getting the treasure chests in this room is much easier than it looks. Notice the room's diamond shape and the enemy sitting on the ledge above you. The corner of the wall in front of you is tilted northeast at a 45-degree angle. Perform a small vertical jump and fire a photon so that it hits that angled corner. If you do this correctly, the photon bounces off the corner and reflects off the roof, hitting the enemy above you. Repeat to teleport to the items above.



4 The bridge in this area collapses if you jump on it. To get across the bridge, simply don't jump. If necessary, rely on photon shots to evade enemies. However, there's one segment of the bridge through which you *want* to fall. A ledge with two items on it (Spider Fighter and 15000 Oth) lies below the center of the bridge's second half. To get to them, simply jump when you reach the center of that section to make it collapse, allowing you to land on the ledge below.

Evolver

LV 26/26

HP 7800

18640



Evolve Statistics

Name	Evolver
Species	Giant
Item	Pyrotechnic Ore/ Phosphate Ore/Flare Ore/ Flare Crystal/Flamberge
ATK	285
AVD	185
MAG	55
RDM	45
HIT	50

RST	15
Fire	100%
Ice	-50%
Lightning	None
Earth	50%
Holy	None
Dark	None

Evolver Form II Statistics

Name	Evolver
Species	Giant
Item	---
ATK	300
AVD	200
MAG	60
RDM	50
HIT	45

RST	20
Fire	Absorb
Ice	-80%
Lightning	None
Earth	20%
Holy	None
Dark	None

Selecting the correct Sealstones before the fight starts is absolutely vital to victory. Carry the Barrier Blessing to negate some of the secondary damage from Evolver's "Big Splash" attack. Place the Ice Blessing stone somewhere in Evolver's vicinity to reduce his fire-based attacks' damage by half. Move the Fire Blessing stone away from the action—the pedestal holding the Iceberg Law is a good spot. Lastly, make sure Iceberg Law isn't affecting the boss, otherwise Evolver's most prevalent weakness, his low resistance to ice-based attacks, disappears.



With everything in order, approach the fight just as you would against many melee enemies. Quickly move to Evolver's back and assault him with various combos. Use dashes and careful movement to stay behind him. If you ever need to

back away to heal or gain AP, hide behind the pillars to force him to walk around them. Use the time he wastes making turns to move away from him and gain more AP.

After you apparently defeat him, Evolver rises from the ashes in a new form. Although he deals more damage than usual, he uses fewer physical attacks than before. The result is that most of the attacks he uses are very weak, thanks to Ice Blessing's effect. Attack him from the back, like you did the first form, to quickly put an end to the fiery menace.

When the fight is finished, move to your right until you come to a throne. Examine it to get a charm. Give this charm to the first man you see as you enter Kalstad. He gives you a Foolproof Charm for your efforts.

Crell Monferaigne

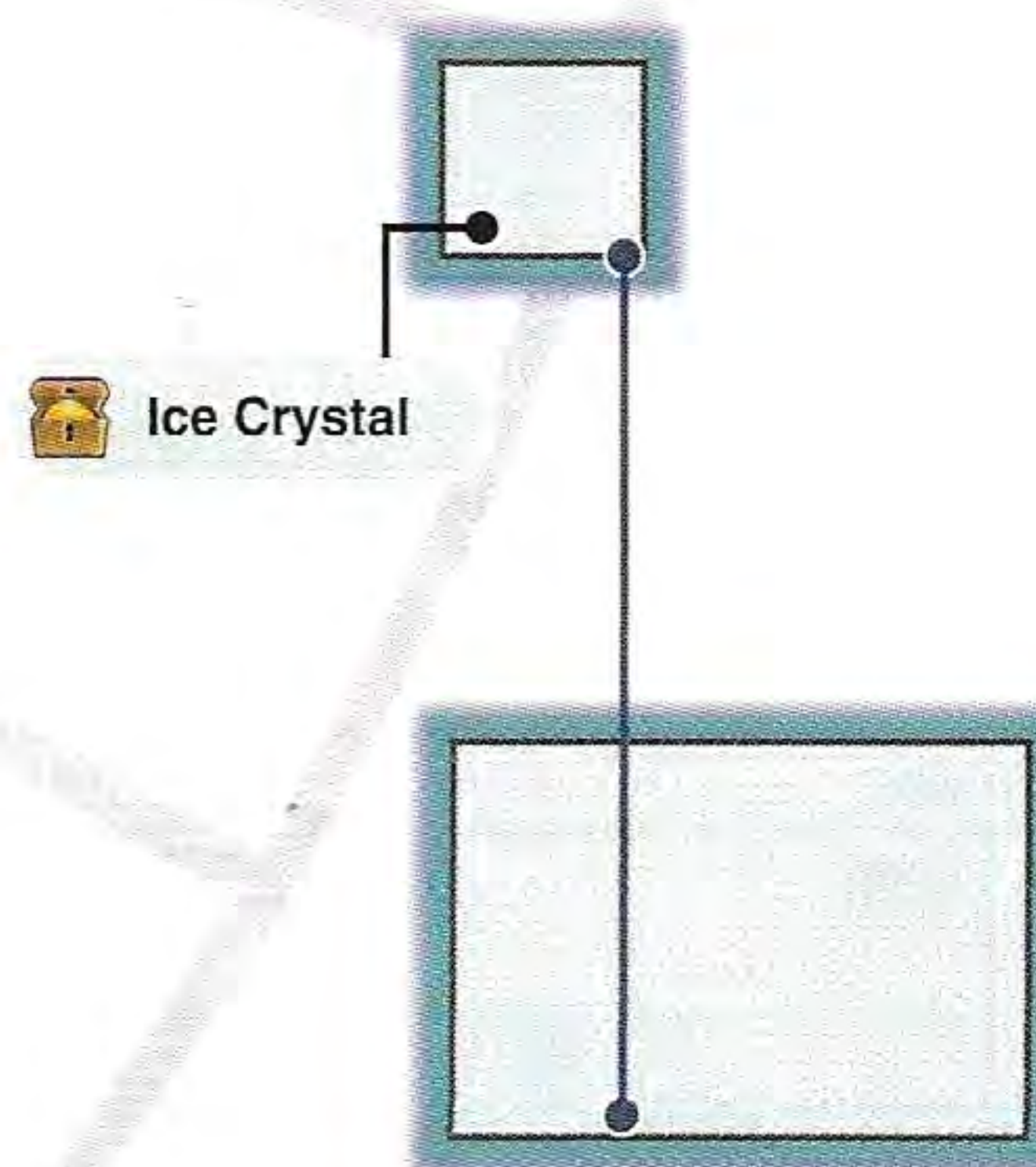
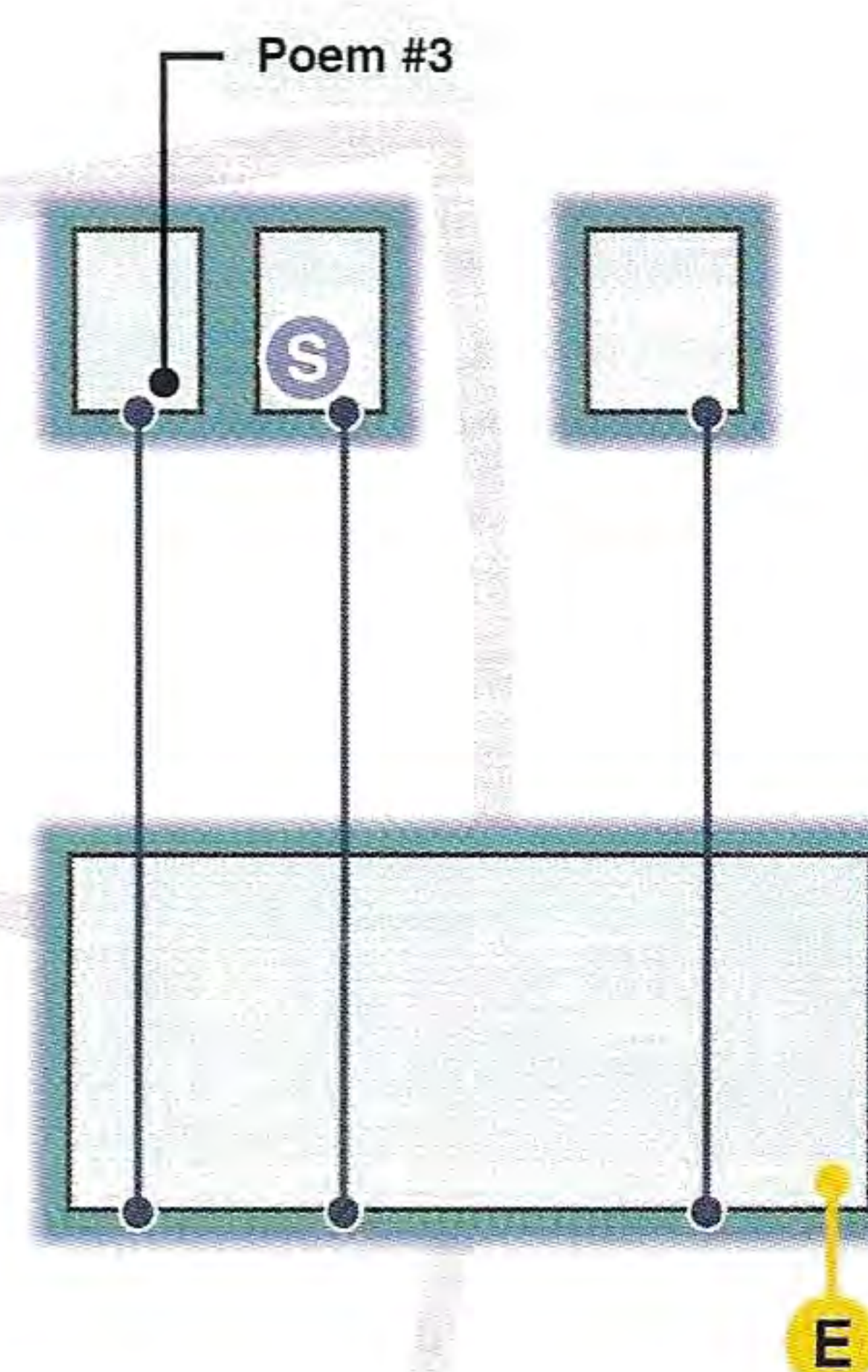
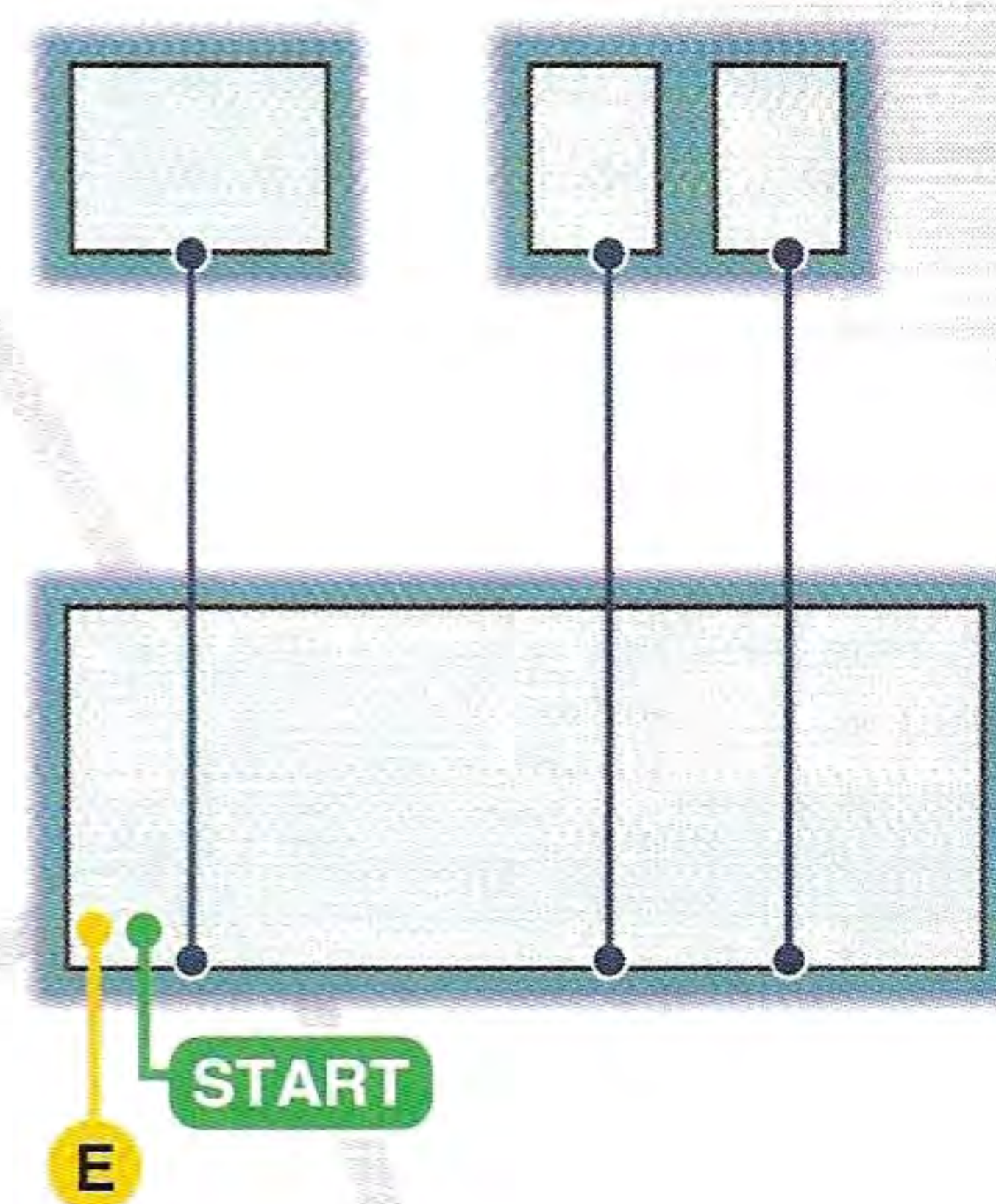
Crell Monferaigne Maps

Item Checklist

Name

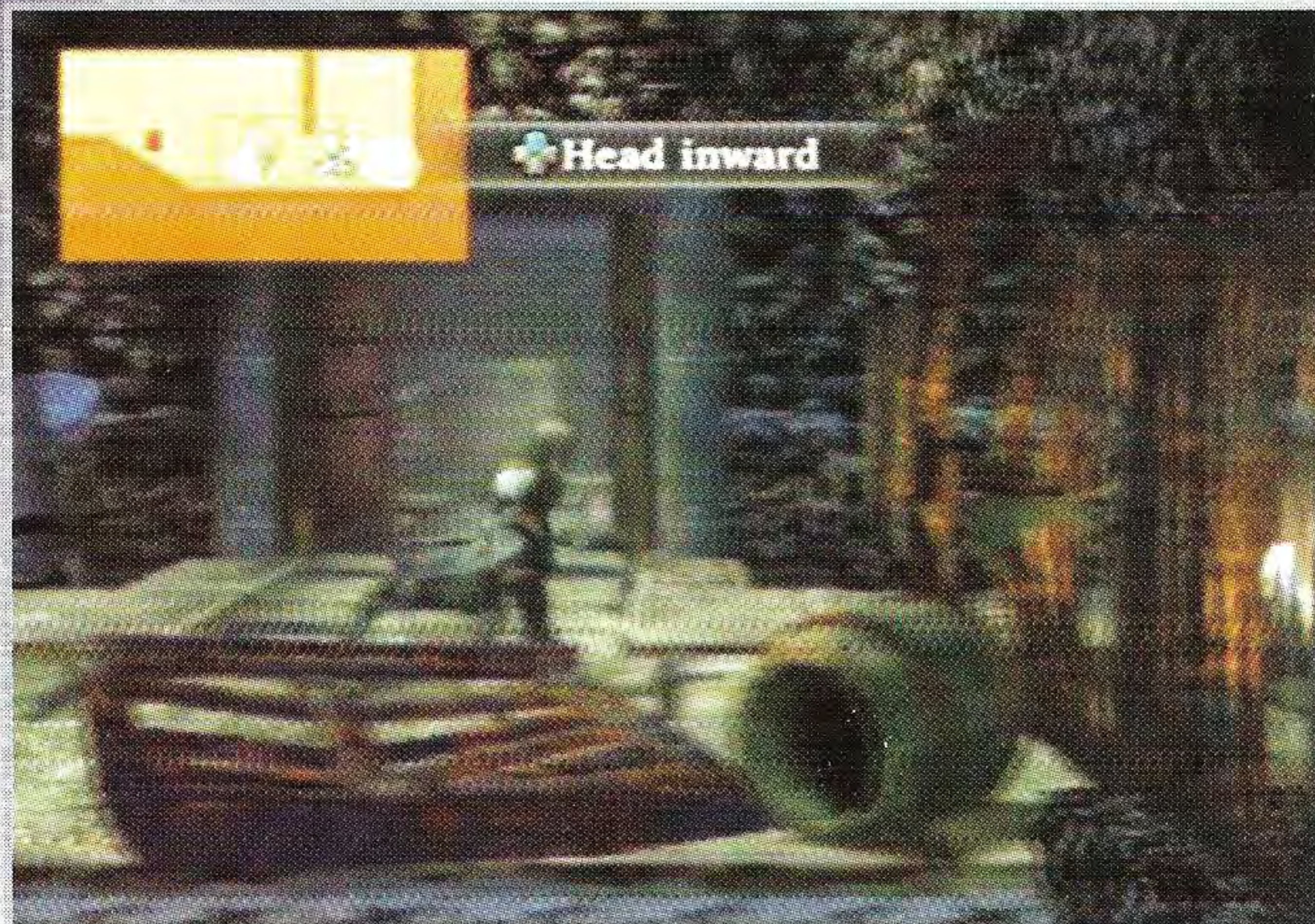
Ice Crystal

Another tri-Emblem poem is here for you to read. Go to the castle gates and visit the house on the street's far left side. Inside, the poem reads: "Carving their trail in time, Emotions revisit an age gone by." Now go to the Eastern Outskirts and visit the first house you see. An Ice Crystal hides behind the table to the left. Grab the item and head outside. Move to your right to find a dog sitting with his master. Feed the dog 10 meat chops to get an item called Goddess Tincture. Also, make your way to the town Inn and speak to the man standing at the counter. He mentions an abandoned camp, which soon opens up on your map. Finally, visit the old man in the house on the eastern end of the castle gates. Speaking to him opens up the next area through which you are to venture: the Crawsus Forest Ruins.



Chateau Obsession

This is yet another optional dungeon. The Chateau is much easier than the last few optional dungeons, so we recommend that you tackle it now in order to access a few items. Specifically, the Experience Pig Law sealstone is immediately useful to your party, especially the lower level Einherjar that need stats boosts.



Chateau Obsession: All You Need to Know

Einherjar

1. Seluvia (100%)

Treasures

- | | |
|-------------------|--------------------|
| 1. Dwarf Tincture | 5. Claymore |
| 2. Silver Scales | 6. Double Check |
| 3. Silver Buckler | 7. Golden Egg |
| 4. Dwarf Tincture | 8. Tome of Alchemy |

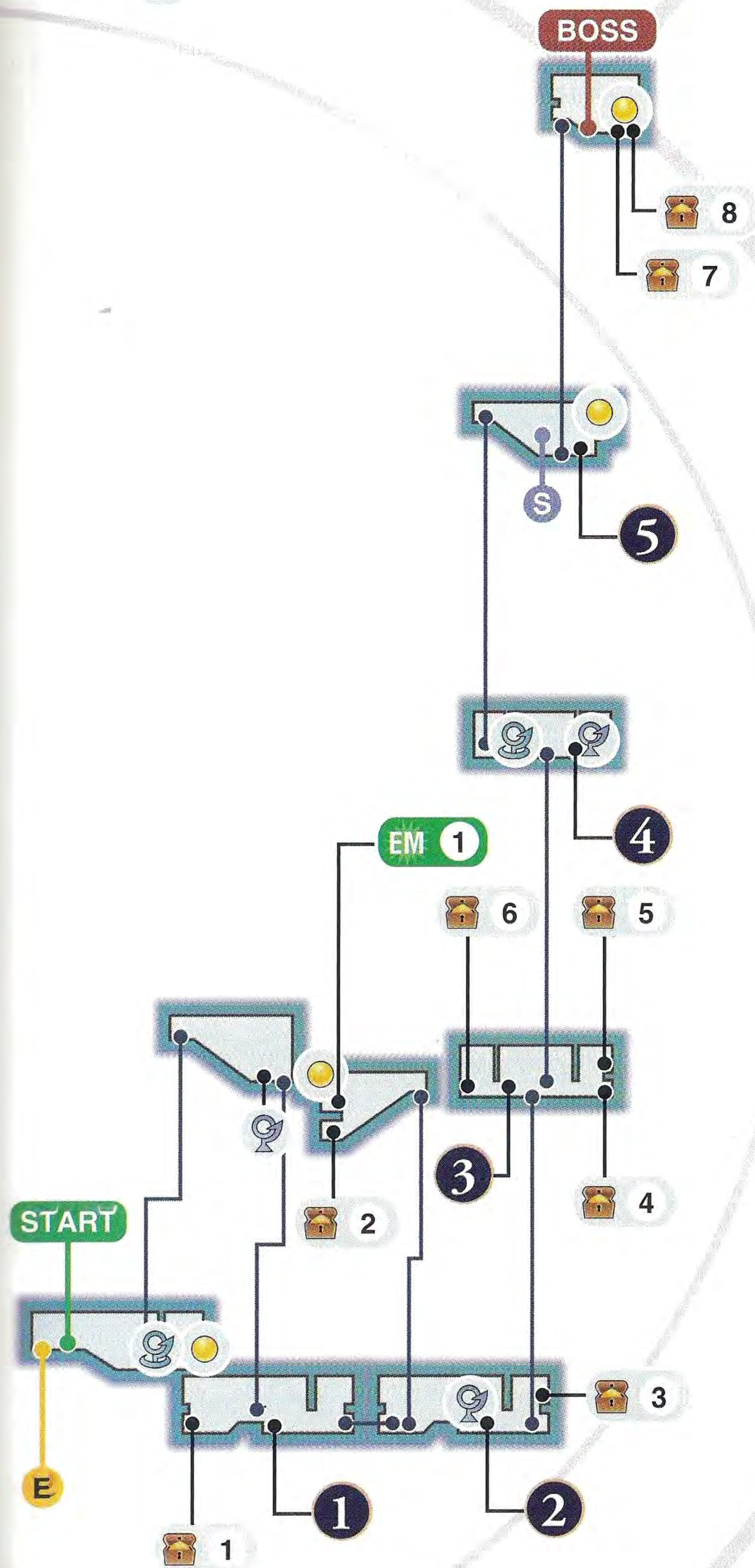
Sealstones

Name	Cost	Effect
Soul-Carver Wrath	2500	Gradual HP Loss
Somber Light Wrath	100	Reflect Photons -3
Shield Blessing	400	RDM 120%
Experience Pig Law	1200	Experience x 2, Acquired Oth = 0

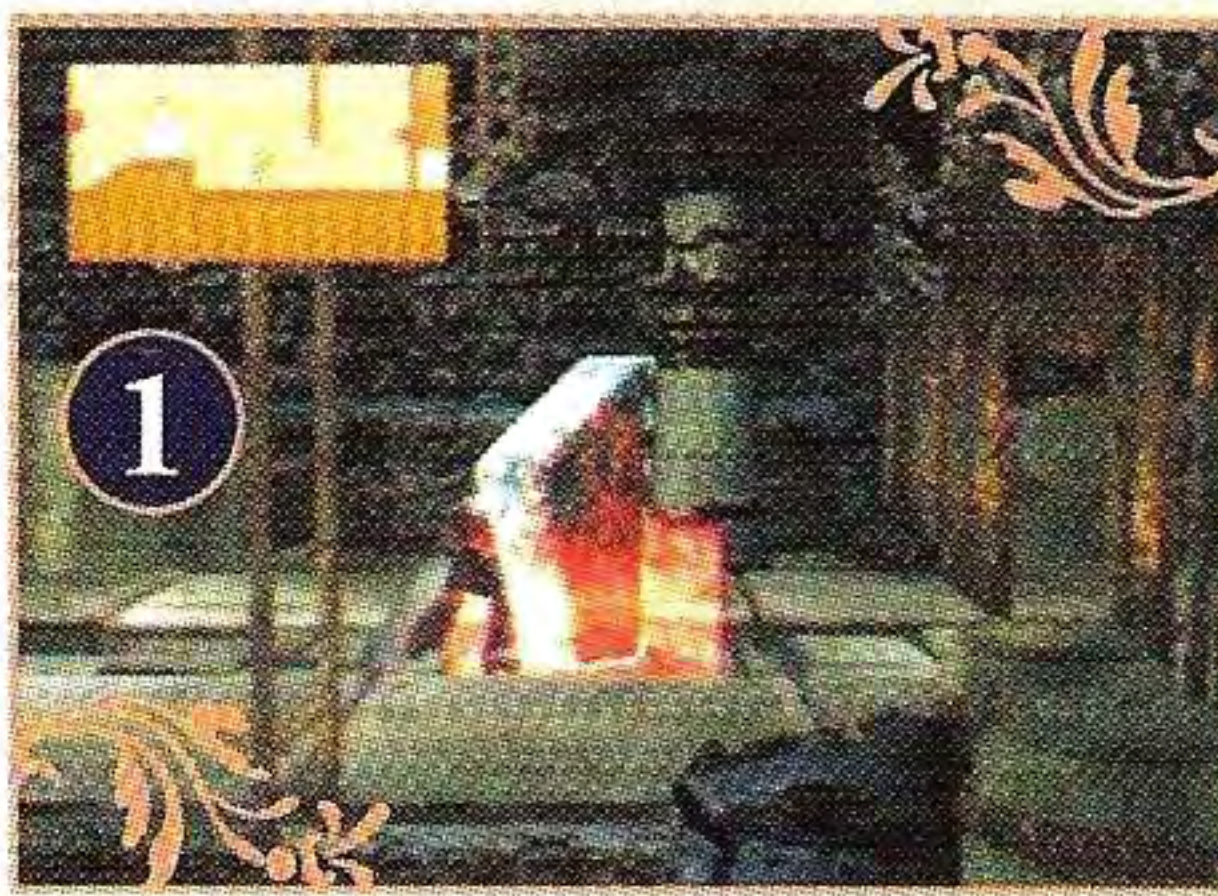
Enemies

Enemy Name	Items	Leader Item
Will-o'-the-Wisp	Blue Soul Flame (candlestick), Headless Doll (candlestick both ends)	Shadow Gem
Satyr	Busted Bow (weapon), Lamb's Horn (horn), Lamb's Tooth (head), Piercing Imprint (right arm), Falcon Imprint (left arm), The Cosmic Order (torso), Shell Shade (front side), Tail Armor (rear side)	Keg
Giant Skeleton	Busted Greatsword (weapon), Skeleton Goblet (head), Cursed Soul, Blaze breath Core, Black Crystal, Bonemeal	Cuirass
Trash Demon	Burgundy Flask (lower body), Little Devil Heart (upper body), Busted Staff (weapon), Bat Wing (wing), Monster's Canine Tooth (head)	Thunder Gem
Troll Chief	Rotted Bludgeon (weapon), Troll Clay (both arms, both legs), Garnet (upper body), Heart Core (lower body), Monstrous Molar (head)	Apothecary's Arcanum
Dragon	Dragon Slayer (tail base), Dragon Scales (tail tip, leg), Dragon's Horn (horn), Dragon's Fang (head), Holybreath Core (upper body), Dragon's Talon (arm), Spiked Claw (wing), Dragon Sapphire (lower body)	-
Greater Demon	Lotus Wand (weapon), Demon Horn (horn), Dead Man's Gem (upper body), Demon's Blaze (lower body), Scarlet Alloy (right arm), Cerulean Alloy (left arm), Obsidian Claw (wing), Demon's Hoof (both legs)	Flare Crystal
Berserker	Indigo Quartz (left up weapon), Teal Spinel (left below weapon), Polished Blue Ore (right upper weapon), Cerulean Alloy (right below weapon), Busted Greatsword (both upper arms)	-
Lady Cleo	Silverwork Orchid (main body, both mid mirrors), Mirror Fragment (both front mirrors, both back mirrors), Blue Soul Flame (dead spirit), Azure Seal Pouch (crushing 100%)	Supreme Garb

Chateau Obsession Map



Dungeon Points of Interest



Push the stone over the red seal on the floor to keep the gate open.



Stand on the red switch, jump vertically, and then fire two photons to the left. After the crystallized enemy lands on the pad, teleport the enemy to your right into the room past the gate you just opened. Walk through the gate and jump on top of the enemy to get the Silver Buckler above.



Go left first and then jump vertically. In mid-jump, fire upward to swap positions with the flying enemy behind the gate. Grab the item in the room, and then fire two photons through the gate to your right. These shots should pass under the frozen flying enemy. With proper aim, the two shots freeze and swap your position with an enemy off screen. Afterward, move the flying enemy to the eastern cell door—make sure the enemy is near the ground when you do this. Use the enemy on the other side of the gate to teleport inside; grab the treasure chest on the floor while you're there. From behind the gate, move to the middle of the room and fire a photon shot to the left. Quickly jump so that you reach your apex just as the shot hits. Hold the jump button as you teleport, steering yourself to the right to reach the Claymore.



The fight with the Dragon and Greater Demon pair is a doozy, but you don't have to fight them to get to the pedestal behind them. A floating enemy that you can't see is directly above their heads. Fire photons upward to teleport to its position, and then hold right to move behind the enemy. An empty pedestal is your reward; place a Sealstone here to assist you in the upcoming fight.



You can reach the Shield Blessing stone by firing photons upward toward its location; use the mini map as a reference. With proper aim, you'll hit and trade positions with a rock that sits next to the Shield Blessing stone.

The Deadly Duo

The Dragon and Greater Demon are tough to defeat at this point in the game. You can prevail if you focus your efforts on the leader, the Greater Demon, but it's no cakewalk.



However, you don't have to actually beat them to get what you want. The main point of interest is the Dragon's Dragon Slayer item drop, which is a powerful two-handed sword that either Dylan or Arnggrim can use. It drops from the Dragon's tail at random, so move behind the beast and start whacking at him. His turnaround speed is extremely slow, so stay behind him as he tries to face you in order to safely replenish AP. Once you cut off his tail (weapon drop or no), you can use a Tome of Godspeed to flee, thus avoiding the bulk of the fight.

Lady Cleo

LV 22

HP 8160

Statistics

Name	Lady Cleo
Species	Unholy Magic
Item	Azure Sealpouch, Supreme Garb
ATK	200
AVD	280
MAG	58
RDM	50



HIT	10
RST	50
Fire	None
Ice	None
Lightning	-50%
Earth	100%
Holy	50%

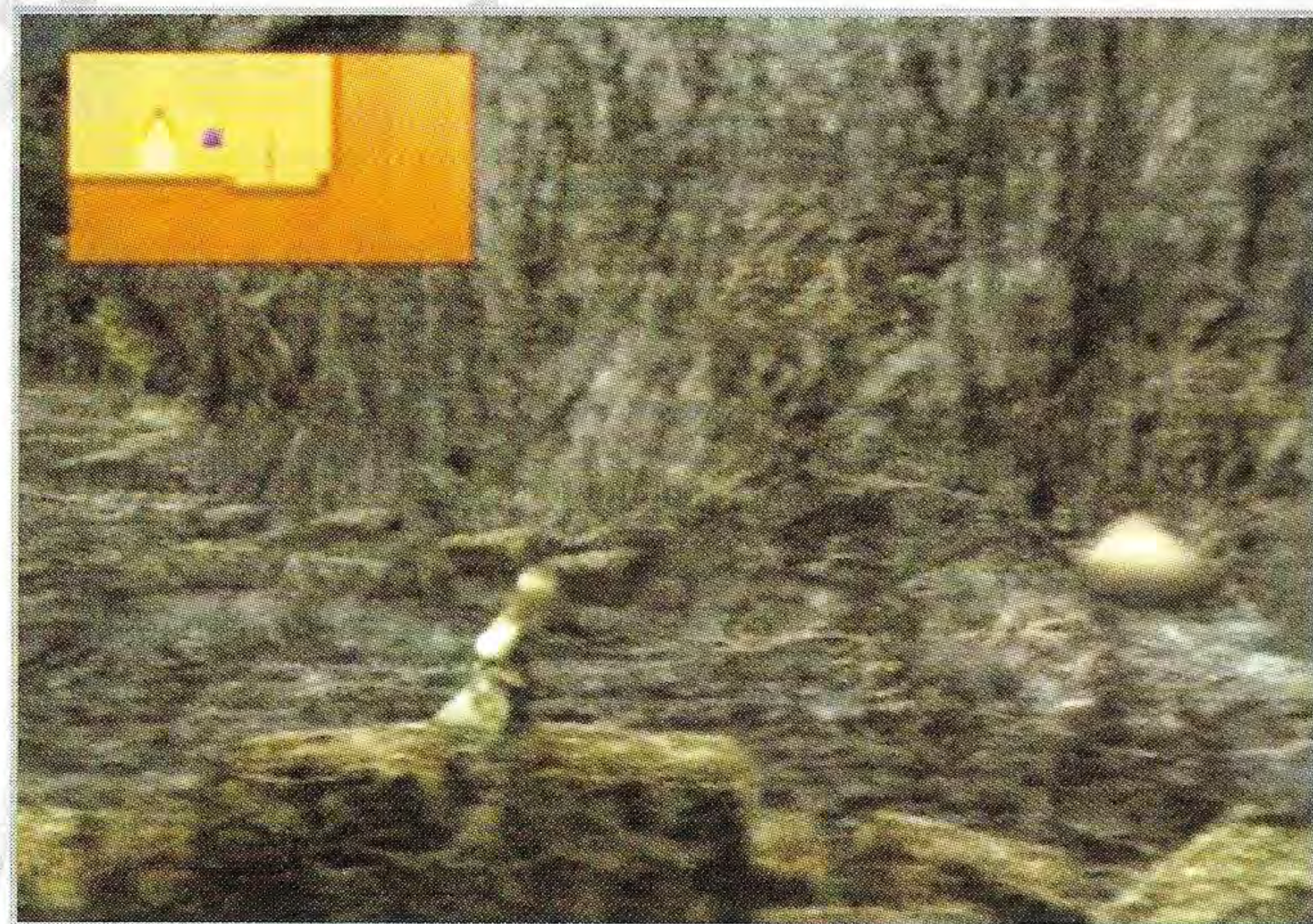
Bring the Shield Blessing stone with you to this fight. It wouldn't hurt to place the Soul-Carver Wrath stone on a nearby pedestal. Once you enter the fray, eliminate the Trash Demons. Leave the Berserker alone; he's far too strong to dispatch in a timely manner. Move on to Lady Cleo once the Trash Demons are finished. Stay behind her whenever you can, and pummel her with large combos ending with multiple Soul Crushes. Her defense rating is surprisingly weak, so it shouldn't be too long before she falls to the might of your combinations.



Return to Crell Monferaigne and speak to the man inside the Inn. When he asks you what you saw at the Chateau, select "Monster" to obtain Sage's Arcanum.

Crawsus Forest Ruins

Tormented by electrifying weather and poisonous swamps, the Crawsus Forest Ruins can test your patience. Before you take on this beast of a dungeon, bolster your defenses with Poison Checks (an accessory that renders the user invulnerable to Poison). Bring other status-curing items, such as Bragi's Song or Idun's Apples, to deal with the many other problems that arise inside.



Crawsus Forest Ruins: All You Need to Know

Einherjar

1. Fraudir (41.67%) or Circe (41.67%) or Rasheeka (16.66%)
2. Falx (38.46%) or Adonis (61.54%)

Treasures

1. Apothecary's Arcanum
2. Silver Greaves
3. Lightningproof Trinket
4. Apothecary's Arcanum
5. Mirage Robe
6. Elixir
7. Silver Mail
8. Earthproof Trinket
9. Holy Gem
10. Silver Helm
11. Dwarf Tincture
12. Foolproof Trinket
13. Union Plume

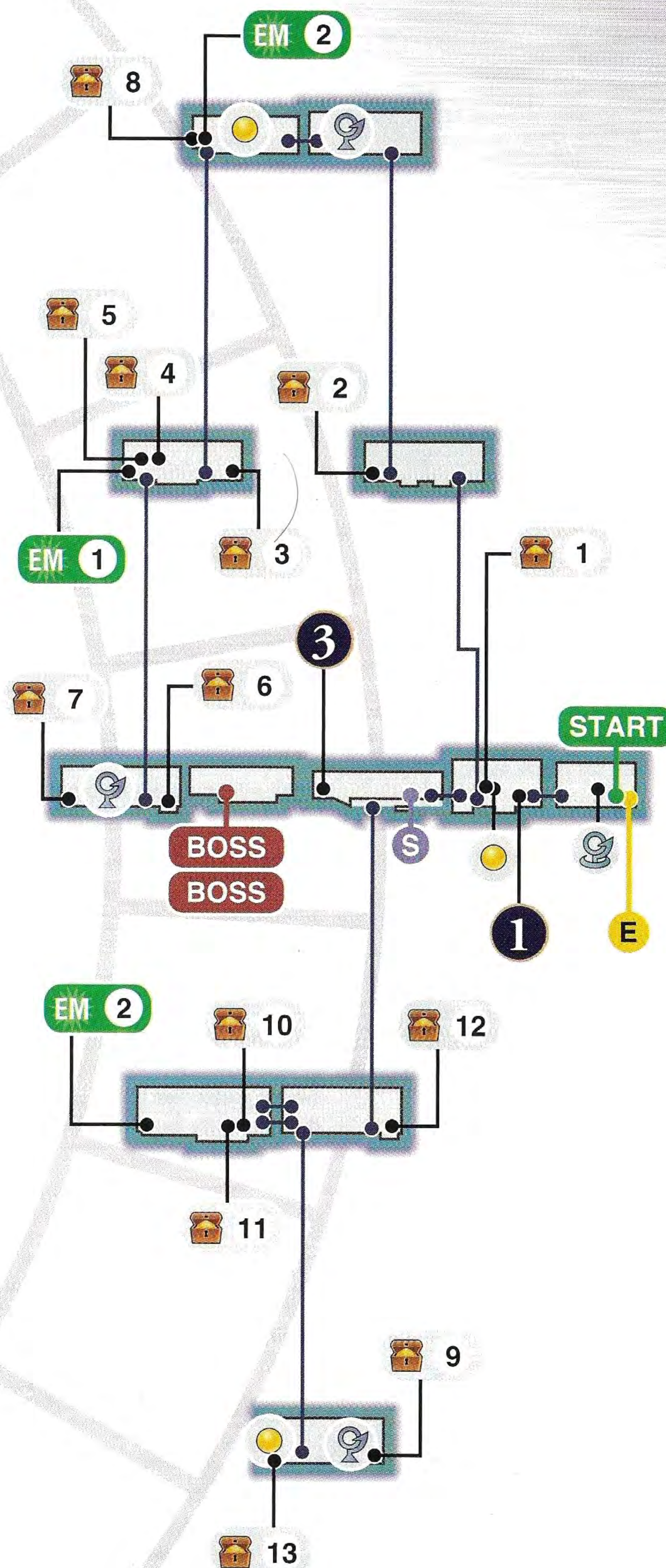
Sealstones

Name	Cost	Effect
Earth Blessing	600	Earth Attack 150%, Lightning Attack 1/2
Lightning Blessing	600	Lightning Attack 150%, Earth Attack 1/2
Mudbank Law	20000	Turn to Earth
Thundercloud Law	20000	Turn to Lightning

Enemies

Enemy Name	Items	Leader Item
Vampire Bat	Beast Pelt (torso), Bat Cape (wing), Demon's Parabola (ear)	The Cosmic Order
Disgusting Shell	Lightning Stone (mouth), Red Ejector (belly leg), Ammunition Shell (shell), Black Pearl (front shell), Adhesive (insides)	Union Plume
Tear Soul	Sacred Spinel (candlestick), Sprinter Cell (candlestick both ends)	Pearl Grass
Electrical Chip	Electricbreath Core (main force), Platinum Fly (task force)	Honeysuckle Dew
Phantom Lurker	Sacred Spinel (dead spirit), Mirror Fragment (both front mirrors, both back mirrors), Lotus Wand (both mid mirrors), Alchemy Wand (main body)	Holy Gem
Vampire	Rose Imprint (neck), Aura Force (upper body), Citrine (leg), Vampire Fang (head), Vampire Claw (both arms), Bat Wing (wing), Blood Jewel (lower body)	Shadow Gem
Bolt Dragon	Orientation Scales (head), Bolt Breath Core (torso), Ghibli Scales (wing)	Apothecary's Arcanum
Unclean Glob	Hrunting (upper tentacle tip), Bone Mace (upper tentacle base), Tentacles (fingertip), Thick Bone (tentacle base), Heart Core (torso), Evil Eye Gem (head)	Lightningproof Talisman
Land Kraken	Kraken Fang (mid tentacles), Armor Piercer (rear tentacle tip), Stone Bullet (rear mid tentacles), Thick Bone (both tentacles), Tentacles (low leg), Vermillion Cartilage (head), Spider Fighter (head upper part)	Earthproof Talisman
Shaman Chief	Abyss Cloak (back cape), Cerulean Alloy (both ends cape), Scarlet Alloy (front cape), Ray Force (both arms), Mask Fragment (head), Thor's Rage (right side), Solar Jewel (left side)	-
Wild Troll	Elixir (lower body), Garnet (upper body), Polished Red Ore (weapon), Troll Clay (both arms, both legs), Warped Teeth (head)	Prime Elixir
Hydra Dragon	Sapphire (torso), Metabolizer (tail), Poisonbreath Core (left head), Dragon's Fang (left rear head), Blackbreath Core (right head), Gasbreath Core (right rear head), Verdigris Scales (neck base)	Fairy Tincture

Crawsus Forest Map



Dungeon Points of Interest



The pillars in this area act as lightning rods. Attacking a pillar knocks it over. Without it there to attract lightning, the sporadic bolts instead home in on your location. Avoid knocking over pillars to save the trouble of lightning strikes.



The enemy party defending this Sealstone is troublesome. The Wild Troll in particular has a persistent enchantment that enables it to rapidly regenerate its health. To deal with this problem, equip items or weapons that inflict the Frailty status affect, which removes the Wild Troll's regenerative ability if he's infected with it. Items that cause this effect include the Flamberge (two handed weapon) and Walkflower Roots (accessory). The Shaman Chiefs flanking your position have a wide assortment of devastating spells at their disposal. Many of these spells are restorative, enabling them to heal or resurrect enemy party members. Destroy both of them as quickly as possible to avoid a situation in which they continually revive each other. The Runeslayer (purchased in Crell Monferaigne), which has the chance to deal lethal damage to spell casters, is a perfect choice for Alicia against these creeps.



You can move the wall that blocks your path here by placing Sealstones on all of the empty pedestals in the dungeon. Once a Sealstone is placed, a seal below the pedestal illuminates to indicate activation. Note that placing stones on two of these pedestals poisons the area's swamp water; use the enemies in the vicinity to hop over these areas unharmed.

Hydra

LV 29

HP 13200



Statistics

Name	Hydra
Species	Giant Scaled
Item	Metabolizer (tail)/ Blackbreath Core/ Gasbreath Core/Dragon Scales/Dragon Sapphire/ Poisonbreath Core (right head)
ATK	348
AVD	212
MAG	64

RDM	30
HIT	60
RST	56
Fire	None
Ice	-50%
Lightning	50%
Earth	Absorb
Holy	None
Dark	50%

The Hydra is far easier to deal with than the last few bosses you've faced. You can thank one glaring weakness in the beast's attack strategy: its mobility is limited to the surrounding water. If things ever get hairy, retreat to either the eastern or western ends of the beach and move around to replenish AP. Stay on either end as long as you wish to rejuvenate your HP with Alicia's spells. You can always walk to the opposite end if the Hydra attempts to move near you. When you're ready to reenter the fight,



make a few strategic dashes behind the creature and slug away. The only thing you should keep in mind when you go on the offensive is to save at least two bars of AP after each successful attack. This enables

you to dash away safely after your strike. Use Nectar Potions to deal with the many status ailments that the boss inflicts.



Before the Final Stretch

This chapter awards items according to the levels Leone and Arngrim have achieved by the chapter's end. The following chart indicates the items awarded based on the character's level at the completion of Chapter 3.

Leone

Level	Item Received
19 or lower	Might Potion
20~24	Expert's Experience, Might Potion
25~27	Expert's Experience x 2
28~34	Expert's Experience x 2, Thief's Thoughts
35~39	Slashing Sword "Farewell", Expert's Experience, Thief's Thoughts
40 or higher	Valkyrie Favor, Slashing Sword "Farewell", Expert's Experience, Thief's Thoughts

Arngrim

Level	Item Received
19 or lower	Guard Potion
20~24	Expert's Experience, Guard Potion
25~27	Expert's Experience x 2
28~34	Expert's Experience x 2, Warrior's Wits
35~39	Improved Dragonslayer, Expert's Experience, Warrior's Wits
40 or higher	Bahumut Tear, Improved Dragonslayer, Expert's Experience, Warrior's Wits

You may also want to obtain the animal rings (Dog Ring, Cat Ring, and Bird Ring). The animals needed to obtain these items go into hiding at the end of this chapter, so if you want them, get them now. They're particularly useful in Chapter 5 for obtaining a powerful item called Solomon's Ring.

Dragonscript: All You Need to Know

Einherjar

1. Atrasia (50.00%) or Lydia (50.00%)

Treasures

1. Magic Bangle
2. Arbalest
3. Dwarf Tincture
4. 20000 Oth
5. Apothecary's Arcanum
6. Double Check

Enemies

Enemy Name	Items	Leader Item
Gun Fish	Fish Scales (head), Swordfish Snout (nose), Blue Bubble Core (torso), Seafood (tail)	Ice Gem
Green Coral	Bone Mace (both tentacles), Mace Head (mid tentacles), Vermillion Cartilage (torso), Metabolizer (stalk), Seafood (flower)	Apothecary's Arcanum

Dragonscript

The Dragonscript is the road to the final dungeon of Chapter 3. The enemies here are relatively tame compared to the monstrosities that wait for you ahead. Take the time to smell the flowers and clean the area out of its many items and enemies.



Dragonscript Map



Dungeon Points of Interest



The treasure chest containing the Magic Bangle is hidden behind a rock atop a platform. Use the mini map to locate the rocky platforms that lead to the chest, and then crystallize the enemy floating nearby to get to it.



Getting to the Arbalest requires you to crystallize the crawling enemy below it. Hop on top of the enemy and use the height boost to freeze the enemy above you when it's flying to your left. Jump vertically and fire another photon into the encased flying enemy. Hold the jump button and Right on the control pad to

hop to the Arbalest. Getting to the Dwarf Tincture directly above the Arbalest is slightly more difficult. After grabbing your new bow, leap to the top of the treasure chest and fire a photon downward at the frozen flying enemy. Before the shot hits, jump to your left, toward the Dwarf Tincture chest. After you rematerialize, fire a photon upward toward the area of the Arbalest chest. The idea is to reflect a shot off of the wall behind the item and hit the crystallized floating enemy. After you swap spots with the enemy, hold the jump button to perform a midair jump to the left, toward the Dwarf Tincture.

Palace of the Venerated Dragon

Preparation is absolutely essential to complete this dungeon. The enemies inside are the strongest you've faced, and they wield powerful spells and abilities you've not yet witnessed. Specifically, skills like Resist Magic and Ghost Buster are extremely important against enemies like the Green Jewel, an incorporeal foe that wields a devastating variety of spells. Many enemies and rooms can poison your entire party. To save yourself a lot of grief, equip Poison Checks (an accessory found in Solde that nullifies poison).



Palace of the Venerated Dragon: All You Need to Know

Einherjar

1. Xehnon (88.89%) or Masato (11.11%)
2. Lwyn (38.46%) or Crescent (61.54%)
3. Gerald (18.75%) or Ehlen (31.25%) or Guilm (50%)

Treasures

- | | |
|--------------------------|-------------------------|
| 1. Sunlight Stone | 21. Might Potion |
| 2. Eclipse Stone | 22. Fairy Tincture |
| 3. Tome of Anarchy | 23. Valor Gauntlet |
| 4. Nectar Potion | 24. Tome of Alchemy |
| 5. Apothecary's Arcanum | 25. Dark Moon Stone |
| 6. Union Plume | 26. Guard Potion |
| 7. Halo Stone | 27. Crystal Garb |
| 8. 30000 Oth | 28. Crimson Flame Stone |
| 9. Dragonlore | 29. Elixir |
| 10. Fairy Tincture | 30. Union Plume |
| 11. Charge Break | 31. Power Bangle |
| 12. Flare Baselard | 32. Soft Stone |
| 13. Spell Potion | 33. Golden Egg |
| 14. 25000 Oth | 34. Dragon Armor |
| 15. Valor Greaves | 35. Sun and Moon Stone |
| 16. 15000 Oth | 36. Expert's Experience |
| 17. Painted Cloud Stone | 37. Expert's Experience |
| 18. Fairy Tincture | 38. Ouroboros Symbol |
| 19. Union Plume | |
| 20. Apothecary's Arcanum | |

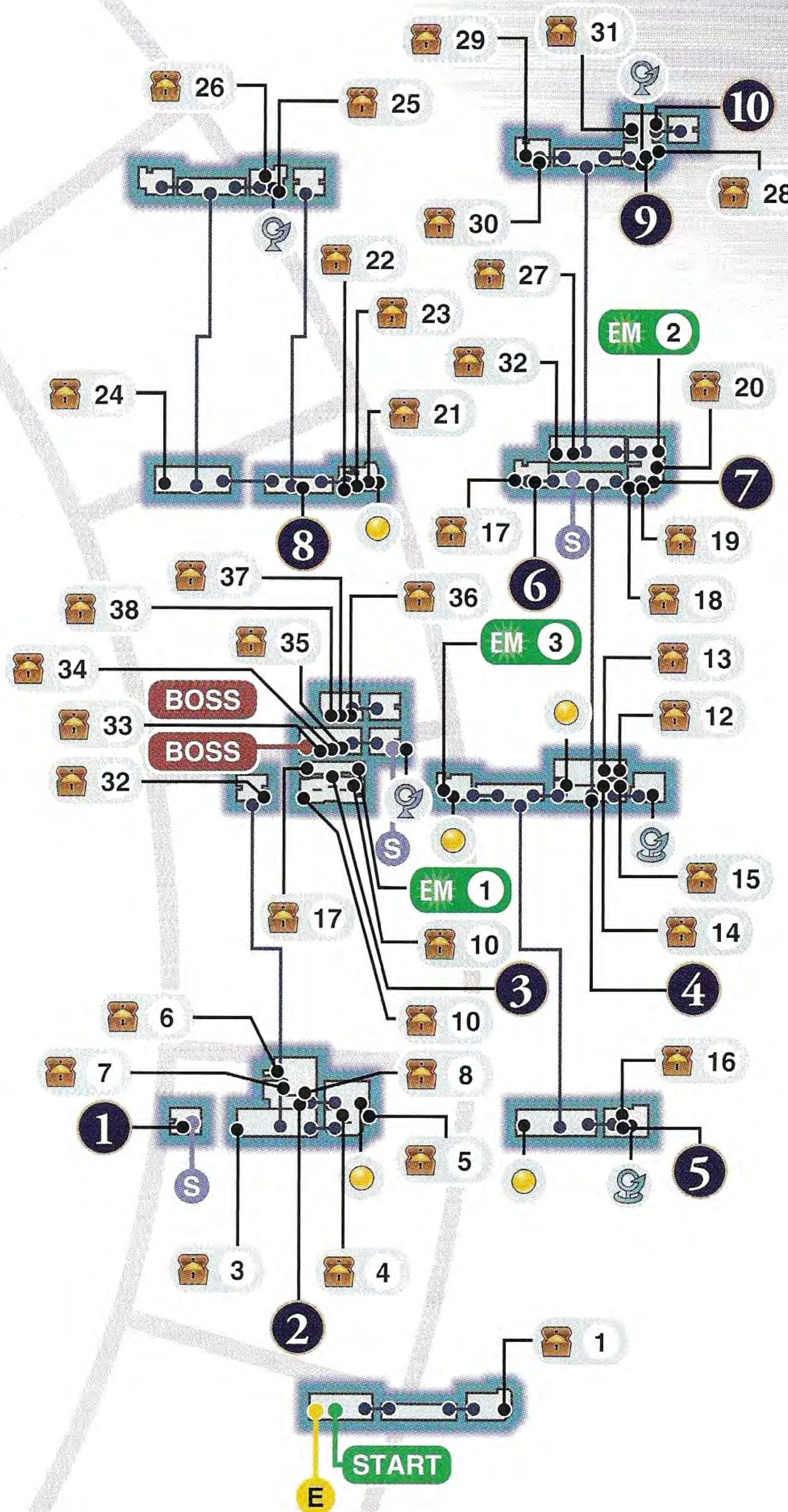
Sealstones

Name	Cost	Effect
Experience Friend Law	4000	Experience for All
Wrath of Forcefulness	500	Weapon Break 1/5, ATK 300%
Wrath of Bread Alone	1200	HP Drain Enabled, Battle Menu Disabled
Powerless Cap Wrath	200	Slower Fall, Cannot Acquire Items
Stone Hurler Wrath	2500	Projectile ATK 200%, Speed Reduced

Enemies

Enemy Name	Items	Leader Item
Phantom Guardian	Red Soul Flame (candlestick), Eternal Flame (candlestick left side), Holy Water (candlestick right side)	Union Plume
Iron Golem	Worn Shield (1st shield), Copper Splint (2nd shield), Damascus Ore (3rd, 5th shield), Adamantite (4th shield), Golem Eye (head), Golem Heart (torso)	Guard Potion
Spectral Knight	Busted Spear	Apothecary's Arcanum
Gigantic Claw	Stone Cutting Pincers (arm, scissors), Axe Crust (shell, tail), Seafood (shell, leg), Serstine-lock-gun (head horn), Gremlin Core (main body nucleus), Aura Force (light part after head horn is crushed)	Nectar Potion
Green Jewel	Core Emerald (nucleus)	Prism Gel
Dragon Bat	Flame Breath Core (torso), Orientation Scales (head), Ghibli Scales (wing)	Holy Crystal
Necromancer	Abyss Cloak (back hood), Cerulean Alloy (both ends cape), Scarlet Alloy (front cape), Ray Force (both arms), Mask Fragment (head), Thor's Rage (right side), Solar Jewel (left side)	Spell Potion
Dryad	Tough Fin (fillet), Cutting Claw (arm), Red Boots (tail), Evil Eye Gem, Electric Bone (head)	Elixir
Muscular Stalker	Polished Red Ore (right upper weapon), Scarlet Alloy (right below weapon), Rose Quartz (left up weapon), Fuchsia Spinel (left below weapon), Hrunting (lower arm), Busted Sword	Might Potion
Dragon Zombie	Platinum Fly (back leg), Obsidian Claw (front leg), Rotted Scales (tail), Dragonmaggots (chest), Spectral Wing (wing), Dragon Skull (head), Dragon Rib (torso)	Earth Crystal

Palace of the Venerated Dragon Map



Dungeon Points of Interest



Place the Sunlight Stone into the statue that's directly next to the save point.



The tablet hints to slash at the backs of the statues in this room, but you must be hidden from the other statues' views when you do this. If you fail to fulfill this condition, you'll be teleported to a room full of poison gas (see Point of Interest #3 below). Although you'll want to visit the poison gas room at least once to

get a few items, the statues you must destroy are the three in the middle of the room (2nd floor). Cut down the one on the room's west side first to get the Halo Stone. Then move to the middle statue. Finally, cut down the statue on the far right to receive 30000 Oth. To proceed to the next area, either go to the statue in the poison gas room, or backtrack to the statue next to the save point and use the Halo Stone.



3 This room is engulfed in poison gas—items like the Poison Check accessory come in handy here. Grab the items in the room, specifically the Dragonlore staff. Then move to the statue at the bottom of the room to teleport back to the save point at the beginning of the dungeon.



4 The giant tablet in this room clues you in on your next objective. Three new Sealstones make an appearance in this area, all of which have very dangerous affects on them. You must place one of these items on an empty pedestal to proceed to the next area (see Point of Interest #5 below). Avoid enemies as much as possible while you carry these Sealstones; although they carry great positives, their negatives can easily annihilate your party if things go wrong.



5 Place any of the three Sealstones you found in this area on the empty pedestal. Although it's out of sight, a treasure chest filled with 15000 Oth sits on this room's chandelier. Use the room's floating enemies to reach it by teleporting one of them over to the left side of the chandelier. Return to the room with the giant tablet to proceed to the next area.



6 If you play your cards right, the enemy guarding the Painted Cloud Stone isn't too difficult. Eliminate the nearby Dryads early on, and then tackle the group's leader. The Muscular Stalkers can transfer members of your party, so it's important to avoid their attacks altogether.



7 This area is a dead end. Grab the items in this room, then take the Painted Cloud Stone to the closest statue and use it to proceed to the next area.



8 Use caution when you enter this room. A statue slides across the floor at a rapid pace. Touching it teleports your party back to the poison gas room. Jump over it, and then go into the eastern room. This room's middle treasure box causes two enemies to spawn and quickly close in on your location, so be prepared. Don't grab the Powerless Cap Wrath just yet; you'll come back to it a little later.



9 When you have the Dark Moon Stone, use it on the nearest statue to proceed to the next area. Go west, drop to the bottom of the area, and fight the enemy guarding the Crimson Flame Stone. You've dealt with these goons before, so rush the leader to take hold of your prize.



10 In order to get the Power Bangle, go back and get the Powerless Cap Wrath Sealstone you left behind earlier. Return to the Dark Moon Stone's area. Go through the east corridor and immediately crystallize the enemy near the ledge. Jump on top of the enemy, and then leap northwest, continuing to hold that direction on your control pad. When you reach the treasure chest on a ledge, you can't open it, thanks to the Powerless Cap Wrath's deficiency. Turn to your right and fire two photons east to swap positions with the enemy you encased earlier. Immediately drop off the ledge when you rematerialize, and move to the empty pedestal. Quickly place the Powerless Cap Wrath on the dais, then move east and jump up the small steps. Quickly turn west and fire two photons upward to swap spots with the enemy near the chest. When you reappear, open the chest to receive the all-powerful Power Bangle. Use the Powerless Cap Wrath's ability to reach the materialization point for Lwyn and Crescent. Before you leave, restore the Powerless Cap Wrath to a nearby earth vein. You need this ability later to obtain a few items in Yggdrasil.

Dragon Zombie

LV 35

HP 22200



Statistics

Name	Dragon Zombie	MAG	362
Species	Dragon Giant Unholy	RDM	57
Item	Rotted Scales/Spectral Wing/Rose Quartz/Scarlet Alloy/Verdigris Alloy/Platinum Fly/Dragonmaggots/ Obsidian Claw/Dragon Rib/Fuchsia Spinel	HIT	82
		RST	39
		Fire	-50%
		Ice	50%
		Lightning	None
ATK	495	Earth	100%
AVD	44	Holy	-50%
		Dark	50%

At this point, you can easily level up all characters by fighting the Dragon Zombie numerous times while holding the Experience Friend Law and the Experience Pig Law. This can be beneficial for players who want to Free Souls.

There are three hidden orbs on this battle field, all of which boost the Zombie Dragon's abilities. Two of the stones are hidden behind walls on the eastern and western ends of the battle field. The last one is directly behind the dragon in plain view. Destroy these orbs before you attempt to engage the dragon.

Note the Zombie Dragon's attack radius and movement speed. It's possible to avoid most of his spells by staying just outside his attack range and pelting him with spells. Fire spells, like Explosion, inflict massive damage on him. Occasionally, make an aggressive move to his rear and attack his tail while you wait for your spell menu to become available again. Circle around him to avoid getting caught by one of his spells. Then, when you have the AP available, dash away to safety.

After the battle, go west to pick up a few item drops. Use the Sun and Moon Stone at the nearby statue to move along to the final room. After the cut-scene ends, grab the items within the room and make your way out of the hellish dungeon.



Wrath of the Gods

The gods have thrust their tyrannical will upon the people of Midgard once again. With fear in abundance and uncertainty taking its toll, the world's citizens are in an uproar.

This chapter acts mostly as a storytelling device, asking very little of the player in terms of dungeon raiding. Concentrate on preparing for the bosses near the end of the chapter while you make a few stops around Midgard, if only to see firsthand the negative effect the gods have had on the people.

Things to do

First, make a stop at Kalstad. Go to the far eastern end of town and examine the chicken there to receive a Golden Egg. Now pay a visit to Coriander. Remember the paranoid woman defending a lonely treasure chest? She's gone now, so enter the first house within the village and open the chest inside to receive a Core Emerald.

CHAPTER

4



Gigantic Wasp Side Quest

Travel to Villnore and go to the far eastern end of town. Speak to the man conversing with an old woman. Monsters have invaded Turgen Mines again, so he's looking for a little assistance.

If you're up for a little diversion, select "Go for it" when he asks you for your assistance.



Gigantic Wasp

LV 42

HP 24000



Statistics

Name	Gigantic Wasp	RST	70
Species	Giant Insect	Fire	-20%
Item	Rose Sealpouch	Ice	None
ATK	1200	Lightning	None
AVD	100	Earth	-20%
MAG	1000	Holy	None
RDM	132	Dark	None
HIT	120		

The Meteoric Swarms in the area absorb fire damage. Element-based weapons and spells (except fire-based) are the only things that deal damage to these pests, so bring the appropriate equipment.



Aside from that, this match-up plays out almost exactly like the battle with the Queen Wasp. The only real difference is the severity of her attacks. Most of them now deliver lethal amounts of damage. Specifically, Variation Omega can destroy your entire party in a single blow. Play carefully and evade the Variation Omega by moving into the upper egg room every time you see its initial phase (the green haze).



Once you take care of the Gigantic Wasp, you receive a Rose Sealpouch, which increases by one the number of Sealstones you can carry with you. Return to Villnore and speak to the man that gave you the quest to receive a Metabolizer.

The Kobold King

There's another optional mission worth opening up in Coriander. Speak to the man with a fishing pole in the first section of town. He mentions the appearance of a new monster in the Ancient Forest. This enemy resides in the same area where you fought the Griffon boss.



Kobold King

LV 40

HP 19200



Statistics

Name	Kobold King
Species	Beast
Item	Lucky Tail/Magician's Hat
ATK	3200
AVD	75
MAG	2400
RDM	115
HIT	85

RST	30
Fire	None
Ice	None
Lightning	None
Earth	-20%
Holy	None
Dark	None

The Kobold King has an extraordinary amount of attack and defense power. Any single attack he unleashes upon your party is almost certainly fatal. His minions, the Kobold Warriors, aren't particularly threatening alone. However, together they're a force to be reckoned with, a seemingly unstoppable frontline that makes safely approaching the Kobold King difficult. Your initial goal during this battle is to avoid direct combat altogether.



Before you tackle this cretin, obtain the Sheathed Power Wrath and Poison Pin Blessing Sealstones in the area. Because kobolds don't have any resistance to poison, use the Poison Pin Blessing's enchantment in combination with spells to poison large groups of the critters with a single shot. In particular, Thunder Storm hits multiple times while possessing a large radius of effect, making it perfect for kobold hunting.



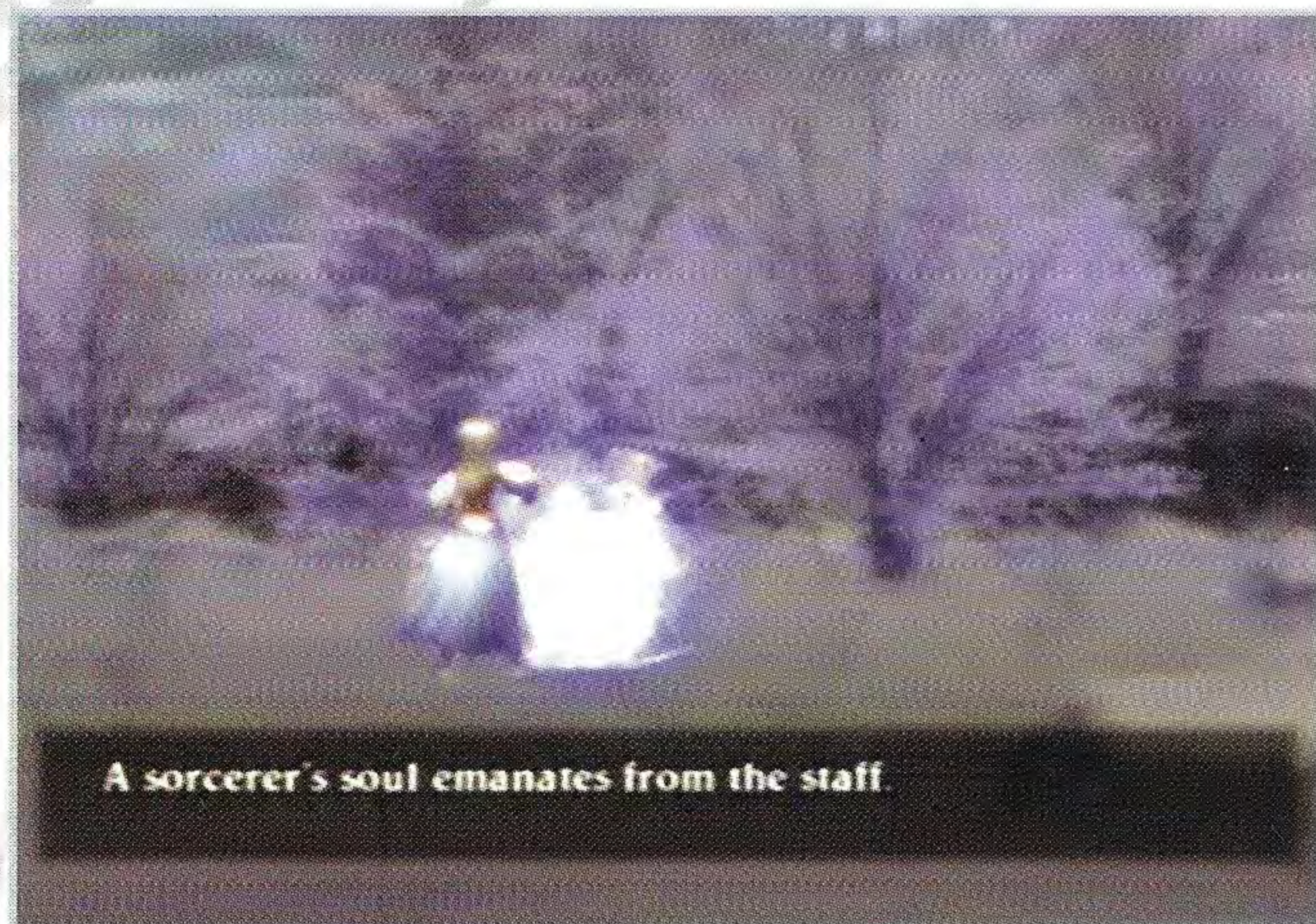
Once the entire group is poisoned, your job is easy. Dash around the field and carefully avoid your enemies' attack radii until their HP drops to critical levels. At that point, make quick strikes to eliminate

them, and then dash away to safety. Although it's time consuming, exploit this strategy to safely eliminate the entire enemy party.

Other techniques are useful during this fight. For example, Beast Bludgeon gives the chance (albeit a slim one) to deal critical damage to kobolds. Still, sticking with the above plan is the surefire method to walk away victorious.

Sukavia Gorge

The white carpets of Sukavia Gorge act as a bridge from the eastern continent to the northern. A few new monstrosities appear here, but none of them is quite as strong as the forces you dealt with in the Palace of the Venerated Dragon. Charge through this area without paying a thought to hidden items; the only thing to obtain here is the Einherjar at the end, sitting out in the open.



A sorcerer's soul emanates from the staff.

Sukavia Gorge: All You Need to Know

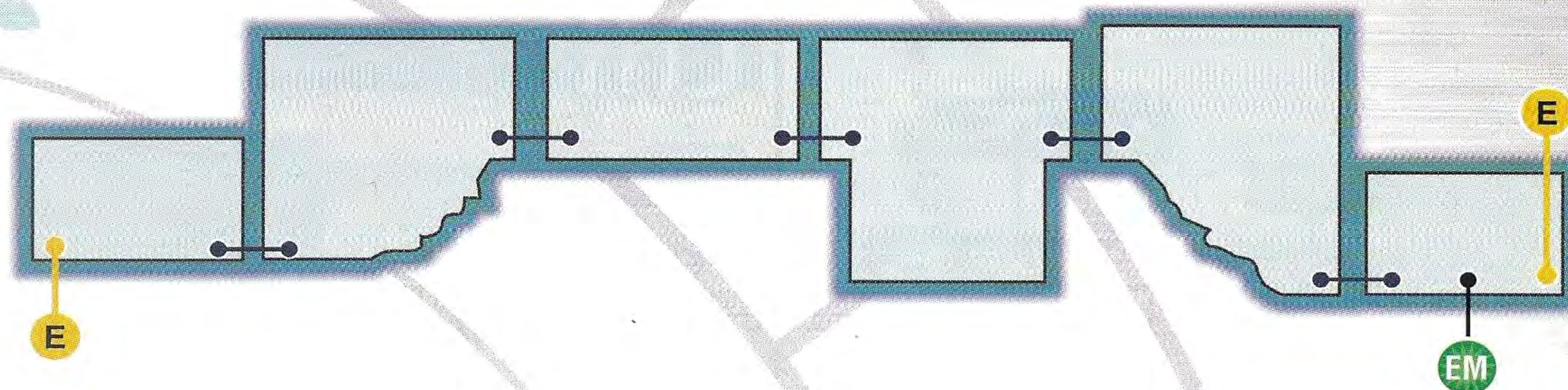
Einherjar

1. Aegis (100%)

Enemies

Enemy Name	Items	Leader Item
Ice Devil	Rose Quartz (weapon), Monster's Canine Tooth (head), Burgundy Flask (lower body), Drainwing (wing), Icebreath Core (upper body)	Idun's Apples
Ice Troll	Indigo Quartz (weapon), Ymir's Tear (lower body), Troll Clay (both arms, both legs), Garnet (upper body), Monstrous Molar (head)	Witch's Arcanum
Winter Wolf	Scarlet Fang (head), Obsidian Claw (leg), Icebreath Core (torso), Beast's Flesh (tail)	Tome of Godspeed

Sukavia Map



Solde

Go to the town armory and pick up a Map of the North Lands. Proceed to Chapel Square and visit the house on the far western side of town. Examine the poster on the left wall to find that the poem you read earlier in the game has changed—an important segment of the tri-Emblem quest. Then move to the harbor to initiate a cut-scene.



Royal Underground Path

This dungeon's layout hasn't changed since you were last here, so plow through it like you did before. The only difference is the presence of a few new enemies, none of which is a huge threat to you at this stage of the game.

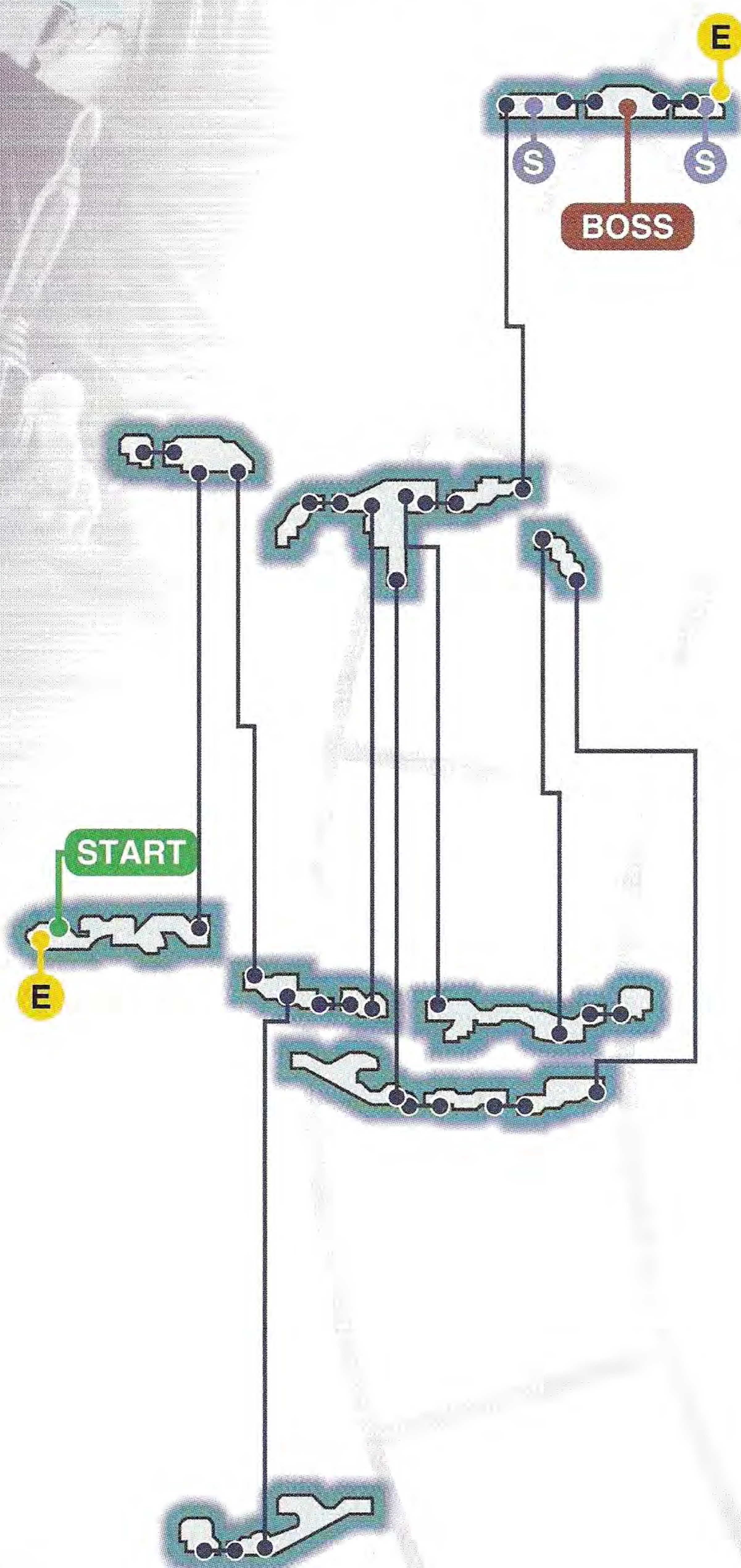


Royal Underground Path: All You Need to Know

Enemies

Enemy Name	Items	Leader Item
Gigantic Moth	Honeysuckle Dew (mouth), Jet Ejector (belly leg), Ammunition Shell (shell), Giant Pearl (front shell), Metabolizer (insides), Prime Elixir (insides)	Elixir
Flying Killer	Green Bubble Core (head, torso), Narwhal Tooth (Nose), Seafood (tail)	Pearl Grass
Meteoric Swarm	Legion (main force), Tuning Wing (task force)	Fireproof Trinket
Lizard Knight	Faerie-in-the-Box (belt), Alligator Skin (tail), Evergreen Scales (upper body), Copper Splint (shield), Green Gallbladder (lower body), Vermillion Scales (tail), Sharp Spearhead (weapon)	Holy Gem
Beast Fort	Ram's Horn (horn tip), Hollow Shell (back armor), Black Crystal (torso), Baraka (leg armor), Snakebelly Armor (tail), Assault Missile (shieldfront), Mithril Ore (Rear Shield Face), Damascus Ore (Arm Shield)	Nectar Potion
Aesir (Guardian)	Busted Sword	-
Ull	Doublecross (crushing 100%)	Foolproof Talisman

Royal Underground Path Map



Ull

LV 42

HP 32400



Statistics

Name	Ull
Species	God
Item	Doublecross
ATK	700
AVD	75
MAG	600
RDM	40
HIT	100

RST	25
Fire	-50%
Ice	50%
Lightning	None
Earth	None
Holy	-50%
Dark	None

Eliminate the Aesir first—he's simply a distraction that enables Ull to attack you freely from afar. It shouldn't take more than two or three combos to take him down. With the Aesir out of the way, move on to Ull. Most of his attacks have a very narrow effect radius. By constantly staying behind him as he attempts to face you, it's possible to avoid most of his attacks altogether. You can occasionally dash around him if his attack radius gets too close to you. On the few occasions when he does manage to hit you, having the Missile Protection skill nullifies the damage from projectiles that hit the front of your party.



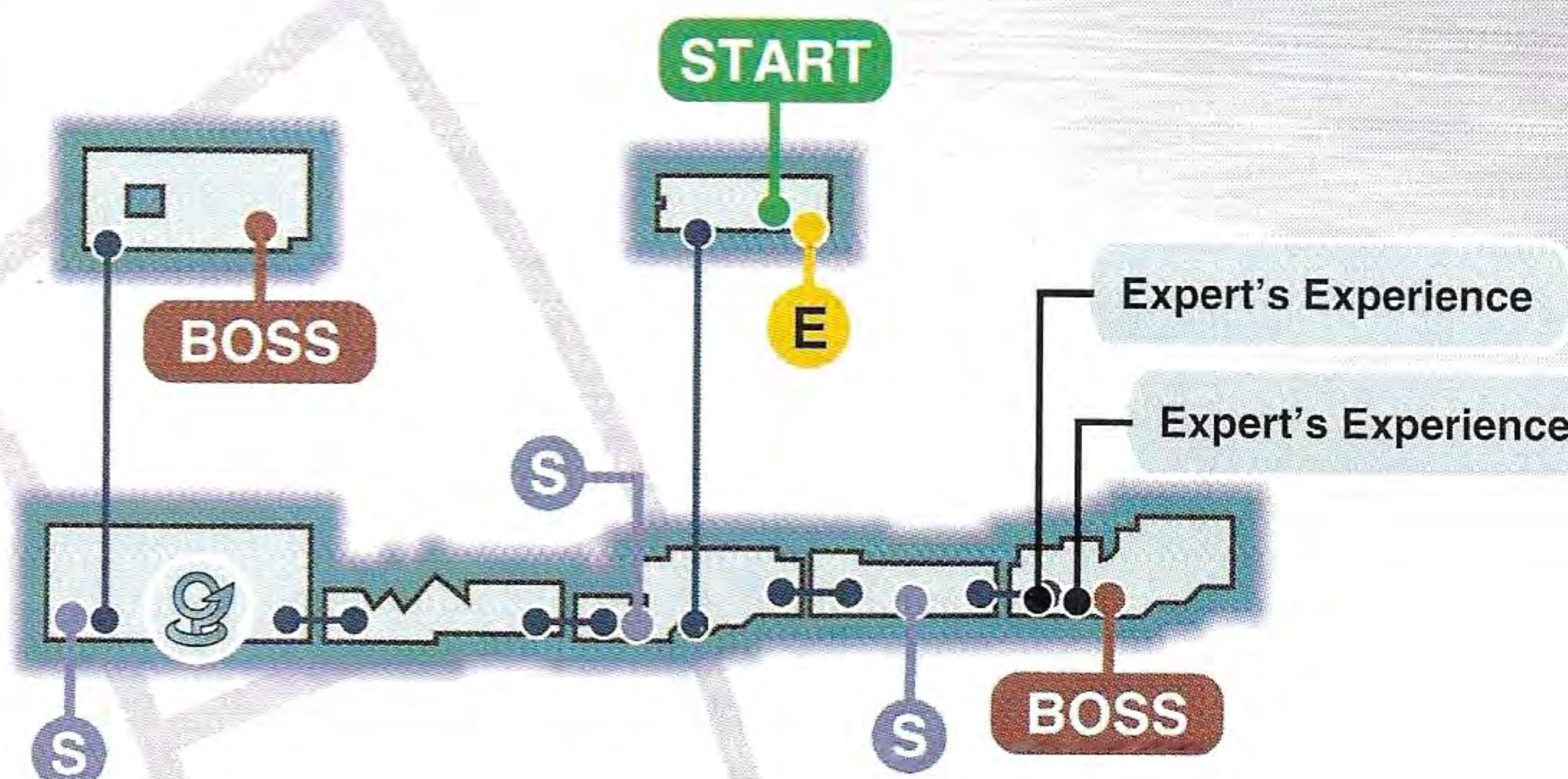
You should be prepared for a few of Ull's other abilities. He can heal himself, which completely restores his HP back to 100%. Afflicting him with Silence eliminates this ability, so use Holy Gems or Dampen Magic to place his restoration capabilities in shackles. He also brandishes a spell called Feather Guard, which temporarily makes him invulnerable to attack. Continue attacking the force field to eventually remove its protection.

Finally, although the probability is low, it's possible to poison Ull. This is most helpful against his insanely high defense rating, which makes it difficult to inflict damage on him in a timely fashion.

Dipan Castle

Just as you enter Dipan Castle, run to the western end of the hallway and speak to the fallen guard. After you receive the Expert's Experience item, go south and follow the path.

Dipan Castle Map



Gyne & Walther

LV 40/42

HP 15000/17000



Gyne Statistics

Name	Gyne
Species	Magic
Item	Crystal Garb
ATK	550
AVD	55
MAG	780
RDM	40
HIT	82

RST	85
Dark	None
Holy	None
Earth	None
Lightning	50%
Fire	50%
Ice	50%

Walther Statistics

Name	Walther
Species	Magic
Item	Deluge Scepter
ATK	500
AVD	65
MAG	820
RDM	50
HIT	92

RST	80
Dark	20%
Holy	20%
Earth	20%
Fire	None
Ice	None
Lightning	None

Gyne's abilities as a mage are impressive, but he has a crucial weakness that's easy to exploit: he's completely vulnerable to Silence. As the battle begins, dash toward Gyne and use a Holy Gem to eliminate his horrifying array of spells. With him out of the picture, Walther is the only threat to your party, but he's a rather substantial threat. It takes no more than two of his spells to defeat your band of heroes, so Fairy Tinctures are a must. Other skills, like Magic Resist, are also helpful against his massive damage output. To break through his defense, equip the Magician Slayer skill to increase the chance of delivering critical damage to him.



Although it's a long shot, it's possible to poison Walther. If you manage to do so, spend the remainder of the match carefully avoiding his attacks via well-timed dashes. His life eventually drops low enough to defeat him with a single attack. At that moment, dash toward him and unleash the biggest combo you've got.

Although it's a long shot, it's possible to poison Walther. If you manage to do so, spend the remainder of the match carefully avoiding his attacks via well-timed dashes. His life eventually drops low enough to defeat him with a single attack. At that moment, dash toward him and unleash the biggest combo you've got.

The Absence of Friends

Only one chapter after losing Leone and Arngrim, Lezard and Dylan take their leave following the final boss fight of Chapter 4. On the positive side, you receive items based on the levels they've achieved at the end of Chapter 5. The items you get for having the both of them at level 45 are incredible. In fact, they're so strong that they significantly lower the game's overall difficulty. It's well worth the effort to raise Lezard and Dylan up to level 45 if you have the time.

Lezard

Level	Item Received
24 or lower	Spell Potion
25~29	Expert's Experience, Spell Potion
30~32	Expert's Experience x 2
33~39	Expert's Experience x 2, Sorcerer's Savvy
40~44	Philosopher's Stone, Expert's Experience, Sorcerer's Savvy
45 or higher	Homunculus Seed, Philosopher's Stone, Expert's Experience, Sorcerer's Savvy

Dylan

Level	Item Received
24 or lower	Charge Break
25~29	Expert's Experience, Charge Break
30~32	Expert's Experience x 2
33~39	Expert's Experience x 2, Ambrosia
40~44	Undead Sword, Ambrosia
45 or higher	Sword of the Meek, Undead Sword, Expert's Experience, Ambrosia

Hrist & Arngrim

LV 42/45

HP 21000/24000



Arngrim Statistics

Name	Arngrim	RST	25
Species		Dark	None
Item	Grand Sting	Holy	None
ATK	1000	Earth	None
AVD	70	Lightning	None
MAG	250	Ice	None
RDM	40	Fire	50%
HIT	85		

Hrist Statistics

Name	Hrist	RST	50
Species	God	Dark	30%
Item	Empress Coronet	Holy	70%
ATK	850	Earth	50%
AVD	75	Lightning	50%
MAG	600	Ice	50%
RDM	80	Fire	50%
HIT	95		

The entirety of this duo's offense consists of lethal physical attacks, so take measures to maximize your RDM and HP. Skills such as Fortify Physique and Toughness, as well as the Shield Blessing Sealstone, are a huge help in this regard. Status-lowering spells, like Sap Power and Sap Guard, are also helpful for crippling your foes' damage output and defensive capabilities.

Arngrim has no resistance to poison, so infect him with a mage's Poison Blow as quickly as possible. Once he's poisoned, concentrate on defeating him before you take on Hrist. With Arngrim out of the picture, the ravenous valkyrie's damage-dealing capabilities are far easier to manage. Move about the field in circles by carefully dashing

around the pair's attack windows. When you see an opening to move behind Arngrim, dash to his rear and unleash a combo.

You can tackle Hrist like any other boss once you dispatch Arngrim. The only thing to worry about is her Nibelung Valesti super attack, which she performs when her HP drops below 50%. To avoid a wipeout, use Fairy Tinctures to keep your party's HP high while you chip away the last half of her life.

At the battle's conclusion, grab the two treasure chests in the area (Expert's Experience x 2) and return to the world map.



The Invisible Hand

The dungeons and enemies in Chapter 5 make a ferocious blend of many things adventurers fear most. Stop in Crell Monferaigne and make preparations before you proceed with the rest of this chapter. Once you enter the Ravine Caverns, there's no returning to the world map until Chapter 6.

Forest of Spirits

The elfin hideaway is the first of many areas you traverse in Chapter 5. It's the easiest dungeon to deal with in Chapter 5. Pay close attention to the Dungeon Points of Interest section in this walkthrough; many of the puzzles here can be confusing without a reference to consult.



Forest of Spirits: All You Need to Know

Treasures

- | | |
|-----------------------|-------------------|
| 1. Elixir | 6. Prime Elixir |
| 2. Elvenbow | 7. Fairy Tincture |
| 3. Fairy Tincture | 8. Double Check |
| 4. Foolproof Talisman | 9. Elfin Boots |
| 5. Spell Potion | 10. Arondight |

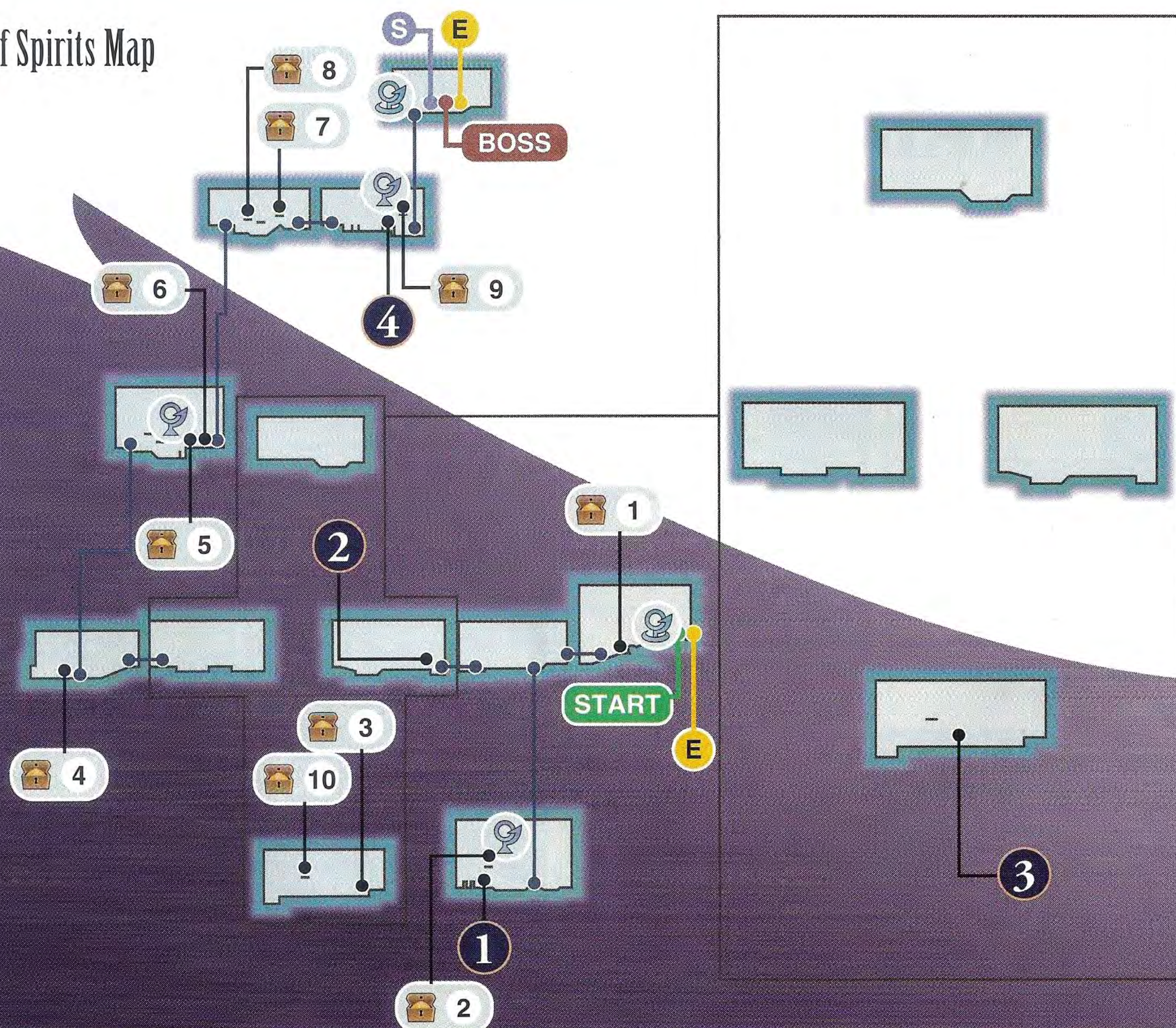
Sealstones

Name	Cost	Effect
Hunter Blessing	400	Hit Rate Up
Confuse Pin Blessing	400	Attack With Confusion
Sleipnir Blessing	1500	Evasion Up

Enemies

Enemy Name	Items	Leader Item
Mimetic Flower	Toxic Seed (flower), Nightshade (petal), Poison Seed (torso)	Tome of Godspeed
Carnivorous Plant	Vegetable Seed (torso), Walkflower Root (mid tentacles), Walkflower Blade (both tentacles), Wax Clump (stalk), White Flower Petal (flower)	Elixir
Elven Hawk	Electricbreath Core (left side), Great Eagle Heart (right side), Wing Feather (wing), Windswept Tailfeather (tail)	Spectacles
Sky Lizard	Red Dragon Bile (torso), Bora Scales (wing), Sabertooth (head)	Flare Crystal
Elven Wolf	Colossal Canine Tooth (head), Beast Pelt (torso), Blade Claw (leg), Beast's Flesh (tail)	Iceproof Talisman
Kobold Warrior	Koboldriver (weapon), Adamantite (helmet), Beast Pelt (head), Silver Coin (torso), Lucky Tail (tail)	Apothecary's Arcanum
Kobold Lord	Busted Spear (weapon), Mithril Ore (helmet), Magician's Hat (head), Gold Coin (torso), Noble Cloak (armor), Lucky Tail (tail)	Union Plume
Lizard King	Busted Greatsword (weapon), Damascus Ore (shield), Crown (head), Fairy-in-the-Box (belt), Evergreen Scales (upper body), Green Gallbladder (lower body), Vermillion Scales (tail)	Union Plume
Life Stealer	Busted Sword	Nectar Potion
Sharp Scissors	Sharp Scissor Heart (upper body), Scissorhand (arm), Citrine (leg), Rose Imprint (head), Desolation Gem (lower body), Sharp Scissor Wing (wing)	Shadow Crystal
Prince of Hel	Iron Ore (weapon), Monster's Canine Tooth (head), Indigo Quartz (upper body), Desolation Gem (lower body), Steelwing (wing)	Silence Check
Arectaris	Crystal Mask (head), Noblewoman's Ball (main body), Noblewoman's Phosphor (both tentacles), Noblewoman's Fire (both rear tentacles), Core Spinel (upper tentacle), Arectaris (crushing 100%)	Prime Elixir

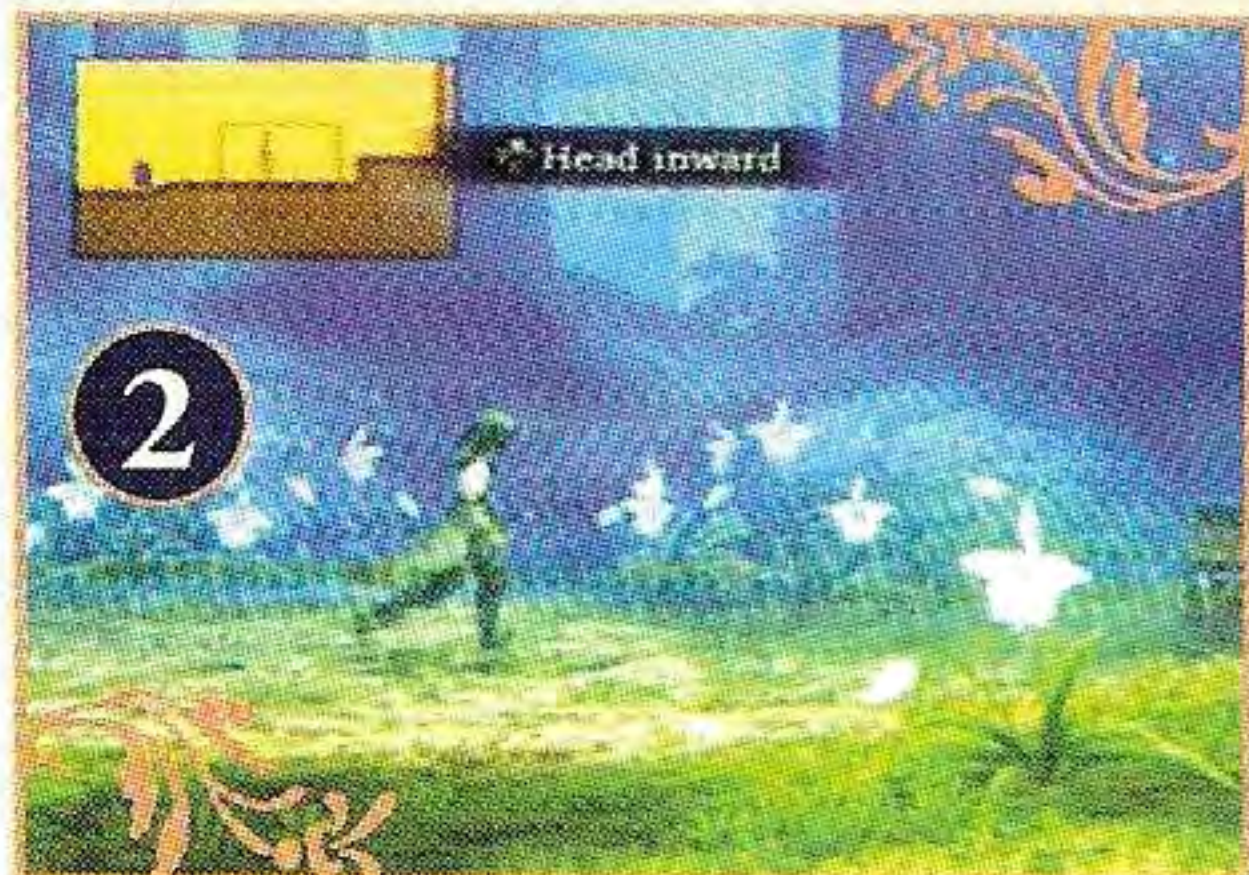
Forest of Spirits Map



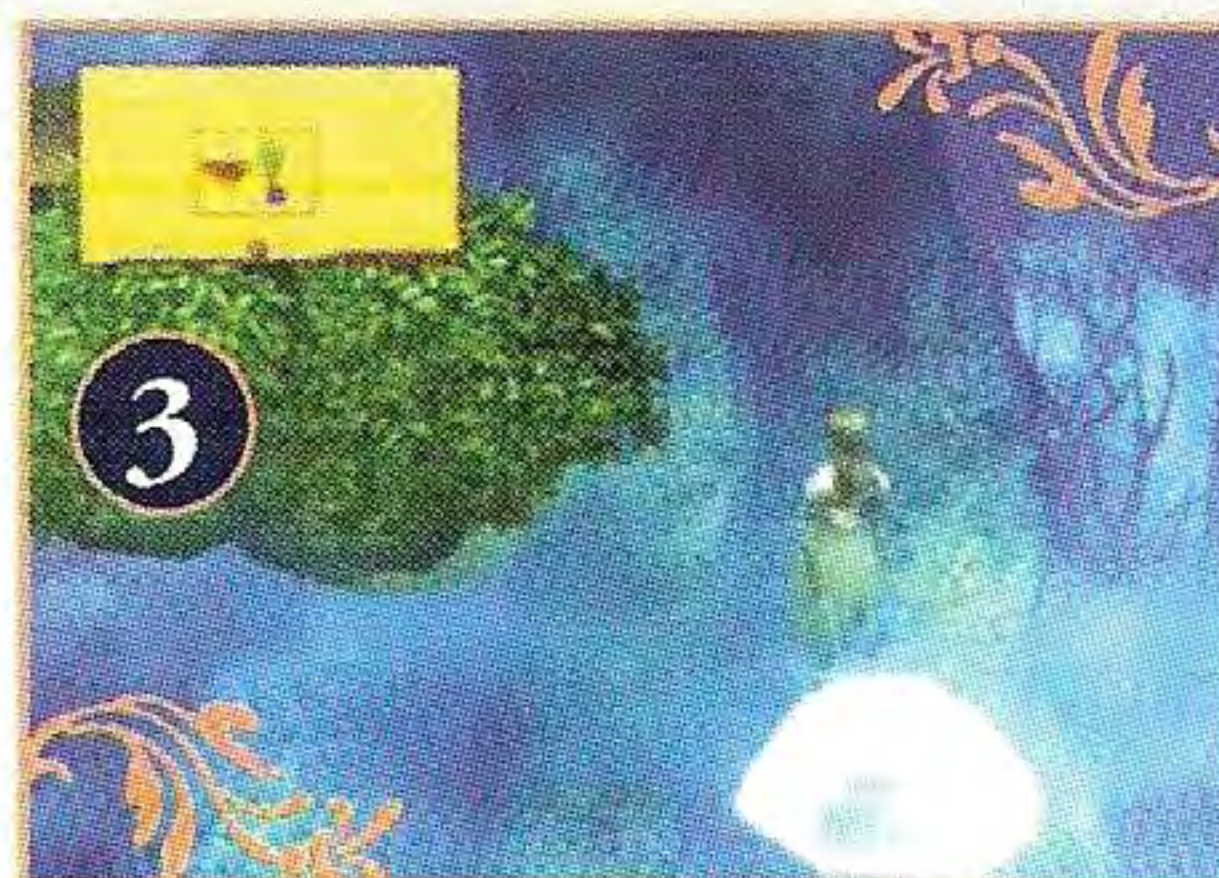
Dungeon Points of Interest



You can reach the Elven Bow via a hidden pedestal and the bobbing, moss-covered pillars on the map's west side. To get to the pedestal, defeat the stationary monster at this area's right side. Teleport the newly revealed pedestal over to the leftmost grassy pillar (on the map's west side). Push the pedestal to the grassy pillar's right edge. Jump on top of the pedestal, and use it to jump to the grassy pillar to your right. When you land from the jump, quickly jump again to your right to reach the ledge above you.



The Void area here is essentially a maze. Each area has several paths you can follow. Following the wrong path takes you back to your previous area. However, the correct paths are basically handed to you—all of the correct exits have white flowers around them. Enter every doorway lined with white flowers to proceed through the dungeon.



You cannot reach the Arondight sword until you defeat the area boss Arectaris. After his fall, return to this area. An airborne enemy appears within the sword's vicinity. Move the aerial enemy near the platform that hosts the Arondight. Crystallize this area's ground-based enemy. Jump on top of the grounded crystal and fire a photon at the flying enemy. Just before the photon hits, jump vertically, timing the jump so that you reach its apex just as the photon hits. When you swap positions, hold the jump button and direct your trajectory toward the enemy with whom you just swapped. Land on top of it and jump over to the treasure chest that holds the Arondight sword.



You reach the Elfin Boots by teleporting the ground-based enemy onto the leftmost mossy pillar. Do this by standing on each consecutive pillar and swapping positions with the enemy until you reach your destination. Once the enemy is where it needs to be, jump over to the rightmost pillar and quickly jump up to the elevated ledge.

Arectaris

LV 47
HP 30000

Statistics

Name	Arectaris
Species	Giant Plant
Item	Arectaris
ATK	489
AVD	15
MAG	440
RDM	100
HIT	80



RST	50
Fire	None
Ice	None
Lightning	50%
Earth	None
Holy	None
Dark	None

Arectaris' Angel Rain ability delivers periodic damage over time. This ability also inflicts Frailty to your entire party, making it impossible to heal the absurd amounts of damage Arectaris delivers. Use Nectar Potions or other items that eliminate status ailments, like Frailty, to counter this problem. Other skills, such as Toughness, are also necessary to absorb the Fairy King's heavy damage output.



Your initial battle strategy is to eliminate the colored stones lining the battlefield's edge. These stones increase Arectaris' defense capabilities ten fold, so do away with them as soon as possible. The rest of the battle boils down to avoiding his intense spells and pummeling him with the biggest combinations at your disposal. Despite his large defense rating, skills like Weed Whacker can minimize the time it takes to bring him down. If you picked up Dylan's level-45 items, such as the Sword of the Meek, your damage output will be more than sufficient to quickly end the fight.

Dipan Castle

Despite completing this dungeon already, you're forced to run through Dipan Castle again. A small batch of new enemies makes its appearance here, but none of them is a huge threat to your band of heroes. Plow through to the end of the dungeon to grab the Ghoul Powder you so desperately need.

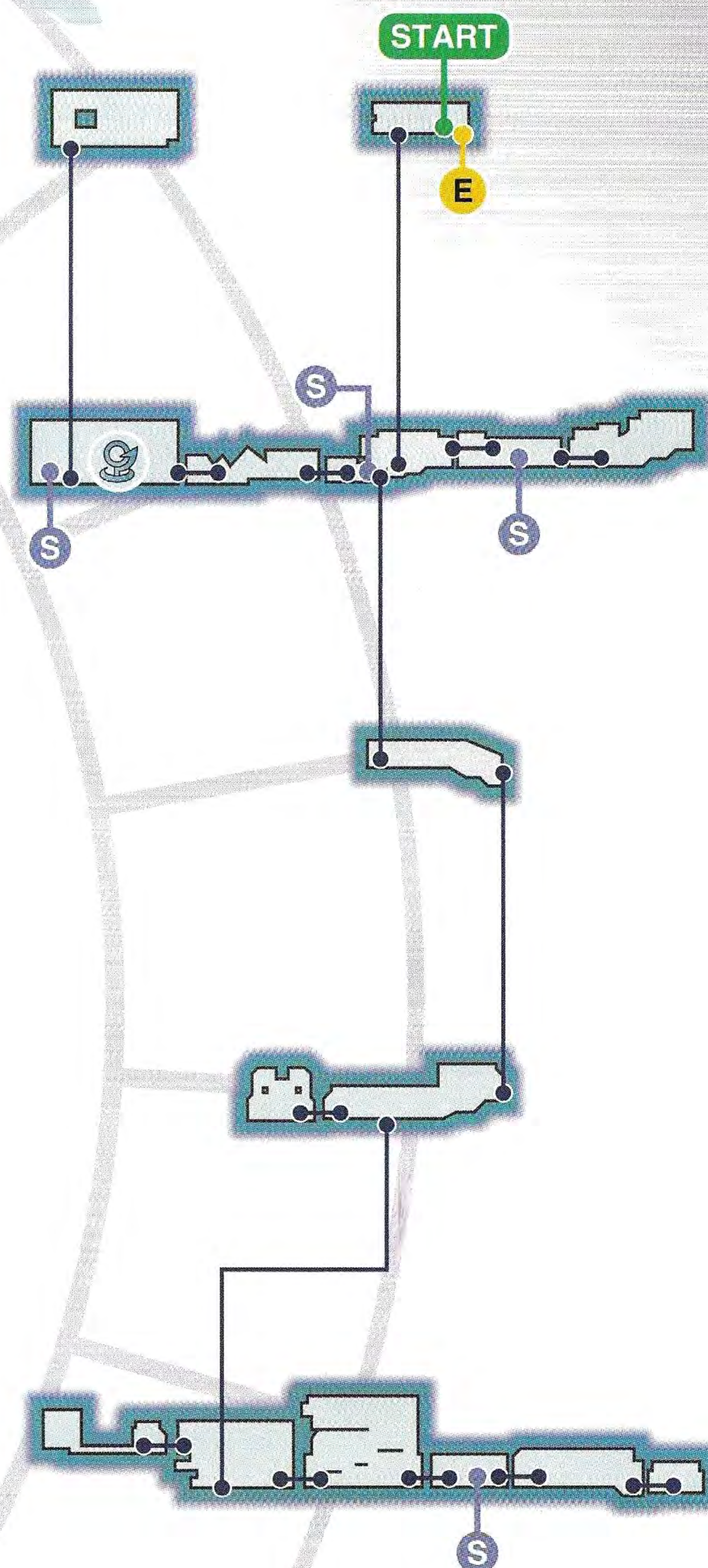


Dipan Castle: All You Need to Know

Enemies

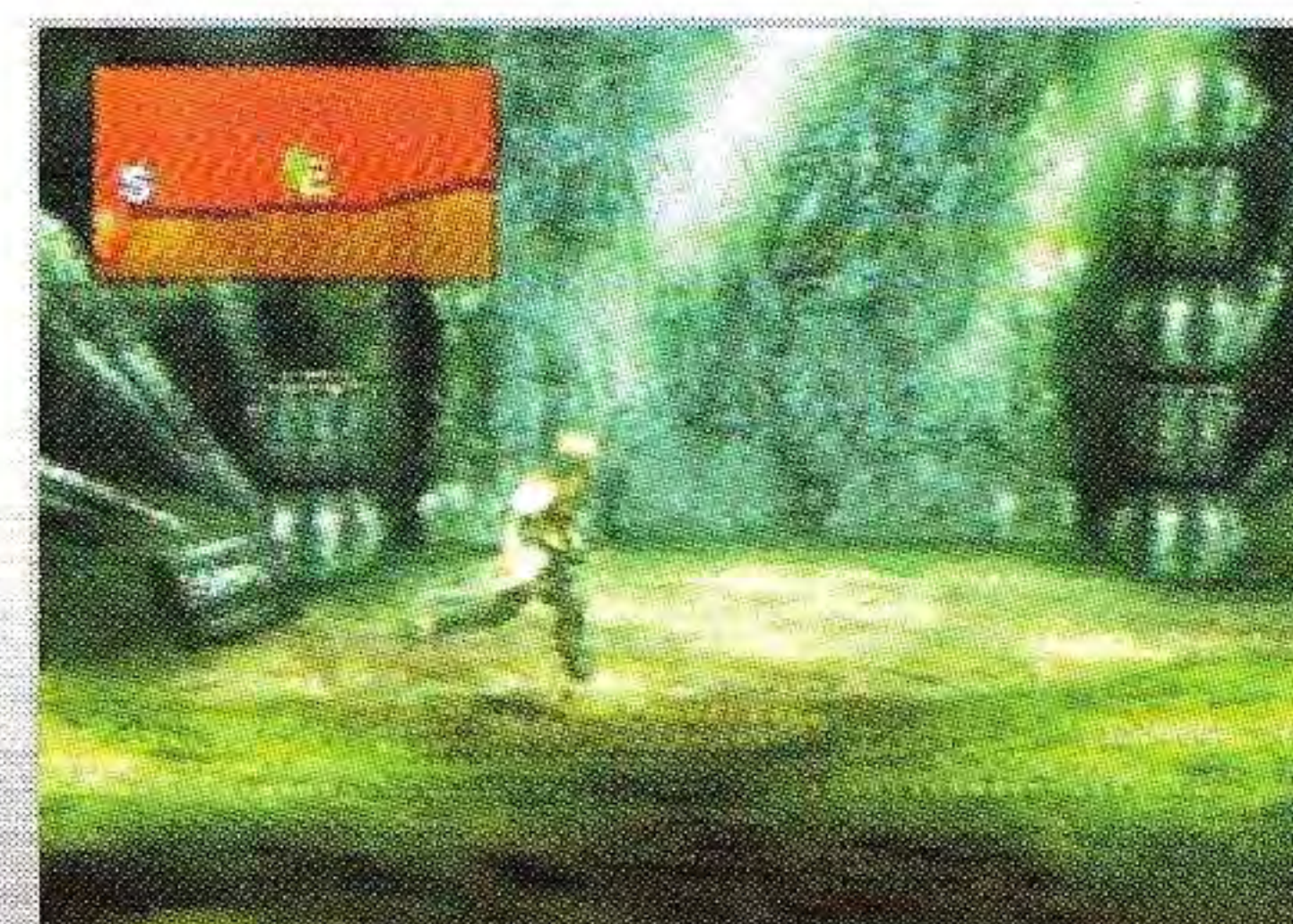
Enemy Name	Items	Leader Item
Holy Order	Busted Spear	Valor Greaves
Capricorn	Busted Bow (weapon), Warped Horn (horn), Warped Teeth (head), Assault Missile (left arm), Protection Shade (torso), Solar Jewel (front side), Baraka (rear side)	Dwarf Tincture
Capricorn Leader	Assault Missile (weapon), Warped Horn (horn), Warped Teeth (head), Vortex Crest (right arm), Protection Shade (torso), Solar Jewel (front side), Steel Horseshoe (rear side)	Foolproof Trinket
Gentleman	Fairy Tincture (bond), Flare Crystal (crushing), Trade Card (torso)	Flare Crystal

Dipan Castle Map



Forest of Spirits

Return to the Forest of Spirits once you've obtained the Ghoul Powder. Make your way to the end of the dungeon again. A band of elves attacks your party. Target the leader and quickly lay waste to the elves' flimsy assault.



Ravine Caverns

A timer appears at the screen's bottom left corner as you enter this area. This clock slowly ticks down to zero, indicating the time left before Rufus loses his soul, at which point the game ends. Hurry to this dungeon's end within eight minutes. Although there are many tempting items, there isn't enough time to get them all in one shot. Go through again if you want to collect everything, grabbing only a handful of items during each run-through.

The Ravine's battlefield is dangerous. There are two purple crystals containing poisonous gas in the middle of the area. The gas is released when they're destroyed, which might seem easy to prevent. Unfortunately, many of this dungeon's enemies wield attacks with large affect radii. Such attacks can inadvertently destroy the crystals if they're nearby when your foes attempt to assault you. Note the attack types your adversaries use, and approach them from a direction that minimizes the chance of crystals getting caught in the crossfire.



Ravine Caverns: All You Need to Know

Treasures

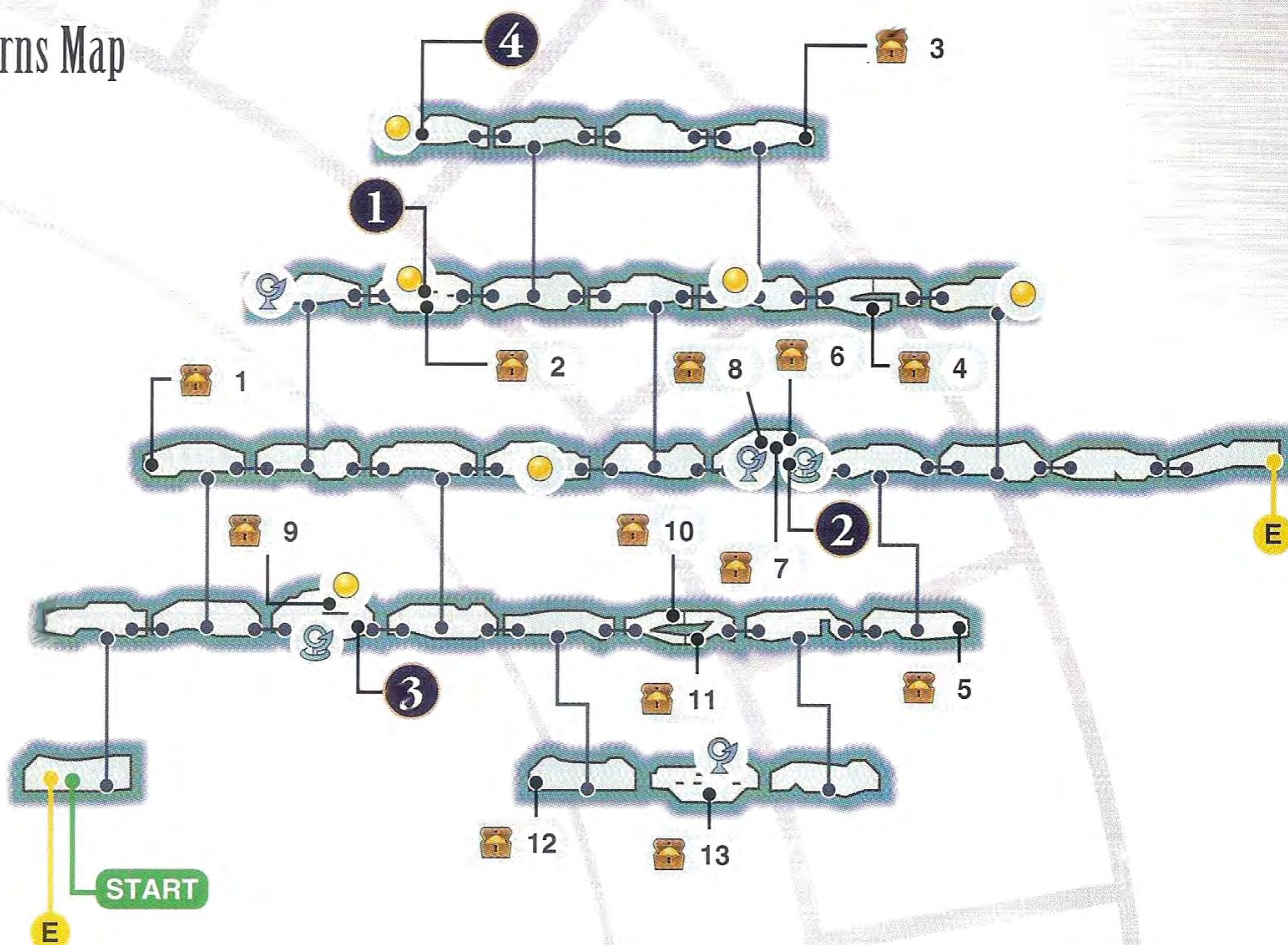
- | | |
|-------------------------|-----------------------|
| 1. Fairy Tincture | 8. Overdrive |
| 2. Fairy Tincture | 9. Ambrosia |
| 3. Warrior's Wits | 10. Sorcerer's Savvy |
| 4. Blue Gale | 11. Thief's Thoughts |
| 5. Fairy Tincture | 12. Nectar Potion |
| 6. Fencer's Familiarity | 13. Archer's Aptitude |
| 7. Apothecary's Arcanum | |

Sealstones

Name	Cost	Effect
Chaos Law	400	Random Effect
Law Breaker's Law	10000	Negate Sealstones
Burst Light Blessing	200	Photons Scatter
Dark Night Law	30000	Turn to Dark
Secluded Valley Law	20000	Received Damage 1/4, No HP Recovery
Elusive Air Law	2500	Negate Encounters

Enemies

Enemy Name	Items	Leader Item
Life Stealer	Trickster Imprint (upper body), Busted Sword	Nectar Potion
Persistent Pursuer	Indigo Quartz (left up weapon), Polished Green Ore (right upper weapon), Chartreuse Spinel (right below weapon), Busted Sword	Might Potion
Aesir (Archer)	Spirit Tincture (crushing), Elvenbow (weapon), Rune Crown (hat)	
Aesir (Patrol)	Witch's Arcanum (crushing), Busted Sword	Union Plume
Sharp Scissors	Citrine (leg), Sharp Scissors Wing (wing), Sharp Scissor Heart (head), Rose Imprint (upper body), Scissorhand (arm), Desolation Gem (lower body)	Shadow Crystal
Gentleman	Fairy Tincture (bond), Flare Crystal (crushing), Trade Card (torso)	-
Capricorn Leader	Assault Missile (weapon), Warped Horn (horn), Warped Teeth (head), Vortex Crest (right arm), Protection Shade (torso), Solar Jewel (front side), Steel Horseshoe (rear side)	Foolproof Trinket
Tyrannosaurus Rex	Red Horn (horn), Scarlet Exhalation (head), Dragon Palm (both arms), Spiked Claw (wing), Evergreen Scales (both legs), Dragon Emerald (upper body), Verdigris Scales (lower body), Dragon Slayer (tail base), Verdigris Scales (tail tip)	Prism Gem



Dungeon Points of Interest



In order to obtain the Law Breaker's Law Sealstone, crystallize the enemy sitting on the island in the middle of the poison swamp. Jump on top of him and fire a few photons to the east to crystallize an airborne enemy floating off screen—use your mini map as a reference. With the aerial enemy nearby, use the grounded enemy to jump high enough to teleport the aerial enemy near the elevated ledge. When the flying enemy is high enough, jump vertically next to it and fire a photon. Hold the jump button after you swap positions to leap on top of the crystal and then up to the ledge.



To obtain the Fencer's Familiarity, Overdrive, and Apothecary's Arcanum, simply swap positions with the flying enemy east of the elevated ledge. You can't see it on screen, so use the mini map to spot its position. Use caution; an enemy defends the three chests, so prepare to fight for them!



The chest containing the Ambrosia is a little tricky to reach. Approach this room from the map's right side. When you enter the room, jump vertically and watch your mini map closely. A flying enemy floats near the top of the room. Stand directly next to the right exit, then jump vertically and fire two photons to swap positions with the foe. Use the beast to hop on top of the wall to your west, then teleport the monster to the room's left pillar (the elevated ground to the left of the Earthvein). Once it's there, jump vertically and fire a photon downward to get the crystallized enemy airborne. Jump vertically again and fire another photon to hit the encased monster's side. Hold the jump button after you teleport to hop on top of the aerial enemy. Now use the newly made, floating platform to jump over to the ledge with the Ambrosia.



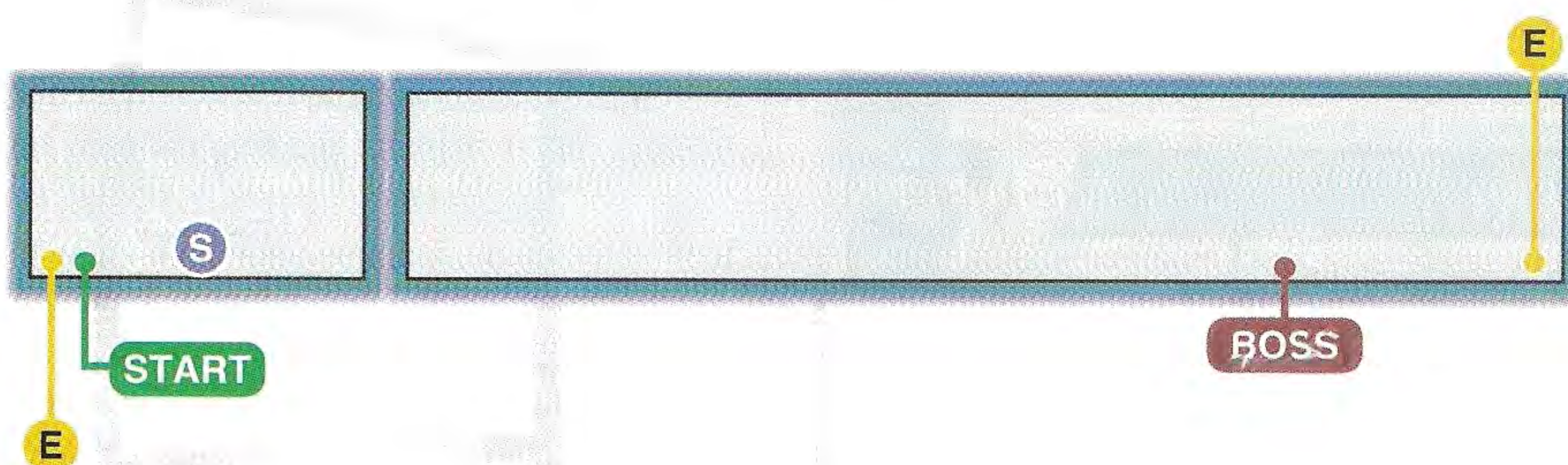
An optional enemy called Tyrannosaurus Rex resides in this dungeon. It defends the Elusive Air Law Sealstone, which carries the ability to avoid enemy encounters altogether. Initially, you cannot fight the Tyrannosaurus Rex without setting the Law Breaker's Law Sealstone on a pedestal at this dungeon's center (in the same room where the Overdrive item resides). Once you set the Sealstone, quickly go to the enemy and fight it. Ignore its massive defense, poison it, and then run away for the remainder of the fight. Then run back to the room where you set the Law Breaker's Law Sealstone. Use the Earthvein in the same room to store the Elusive Air Law Sealstone for later use.

Bifrost

Enemies attempt to thwart your pursuit as you walk down the heavenly path of Bifrost. Many of these match-ups, including the Dimension Beast you encounter, are nothing new to you. The creature is nothing more than a beefed up version of the Kraken you fought earlier in the game. The major difference is that there's nowhere to run to in this situation.



Bifrost Map



Bifrost: All You Need to Know

Enemies

Enemy Name	Items	Leader Item
Aesir (Rescuers)	Spirit Tincture (crushing), Elvenbow (weapon), Rune Crown (hat)	Full Plate
Dimension Beast	Kraken Fang (mid tentacles), Mace Head (both tentacles), Bullets of Evil (rear snake head), Armor Piercer (rear central snake head), Tentacles (low leg), Vermillion Cartilage (head), Fairy Tincture (head upper part), Full Plate (crushing)	Full Plate
Aesir (Defenders)	Copper Signet (crushing), Busted Sword	-
Heimdall	Gjallarhorn (crushing 100%)	Golden Egg

Heimdall

LV 68

HP 30000



Statistics

Name	Heimdall	RST	25
Species	God	Fire	30%
Item	Gjallarhorn	Ice	None
ATK	925	Lightning	30%
AVD	100	Earth	30%
MAG	815	Holy	80%
RDM	100	Dark	50%
HIT	100		

Destroy the two Aesirs flanking your position, then move on to Heimdall. Your success depends on the equipment and skills you have available. Skills like Toughness and Fortify Physique are necessary to cope with Heimdall's large damage output. The Sap Power spell is also helpful in this regard, lowering his damage capabilities significantly. Other skills, like Free Item, help conserve your AP when you use

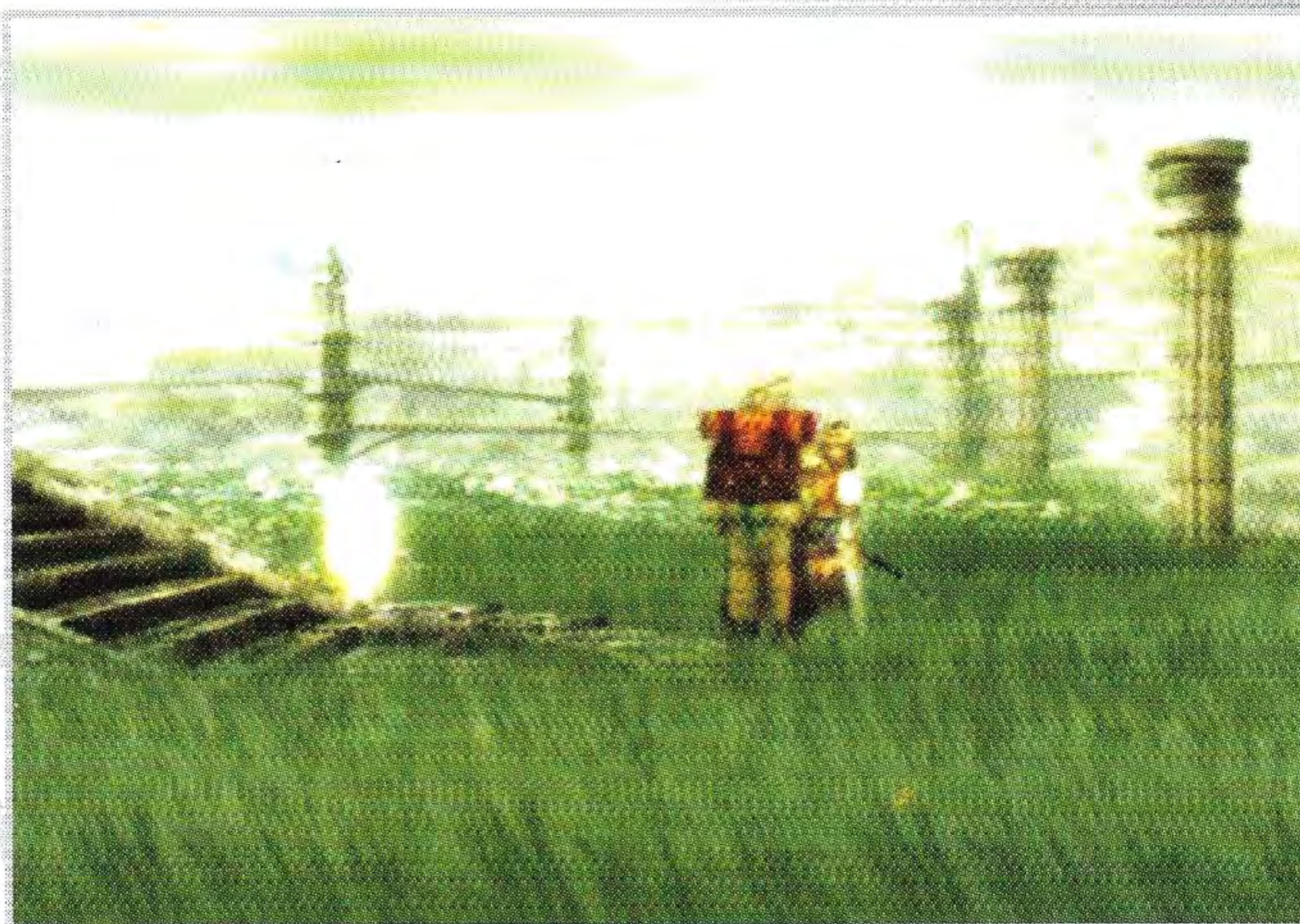


healing items. All of these things are necessities once Heimdall's HP drops below 50%, when he starts using the devastating Grim Malice attack. Keep your party's HP high with Fairy Tinctures, and continue laying down as much damage as your AP allows.

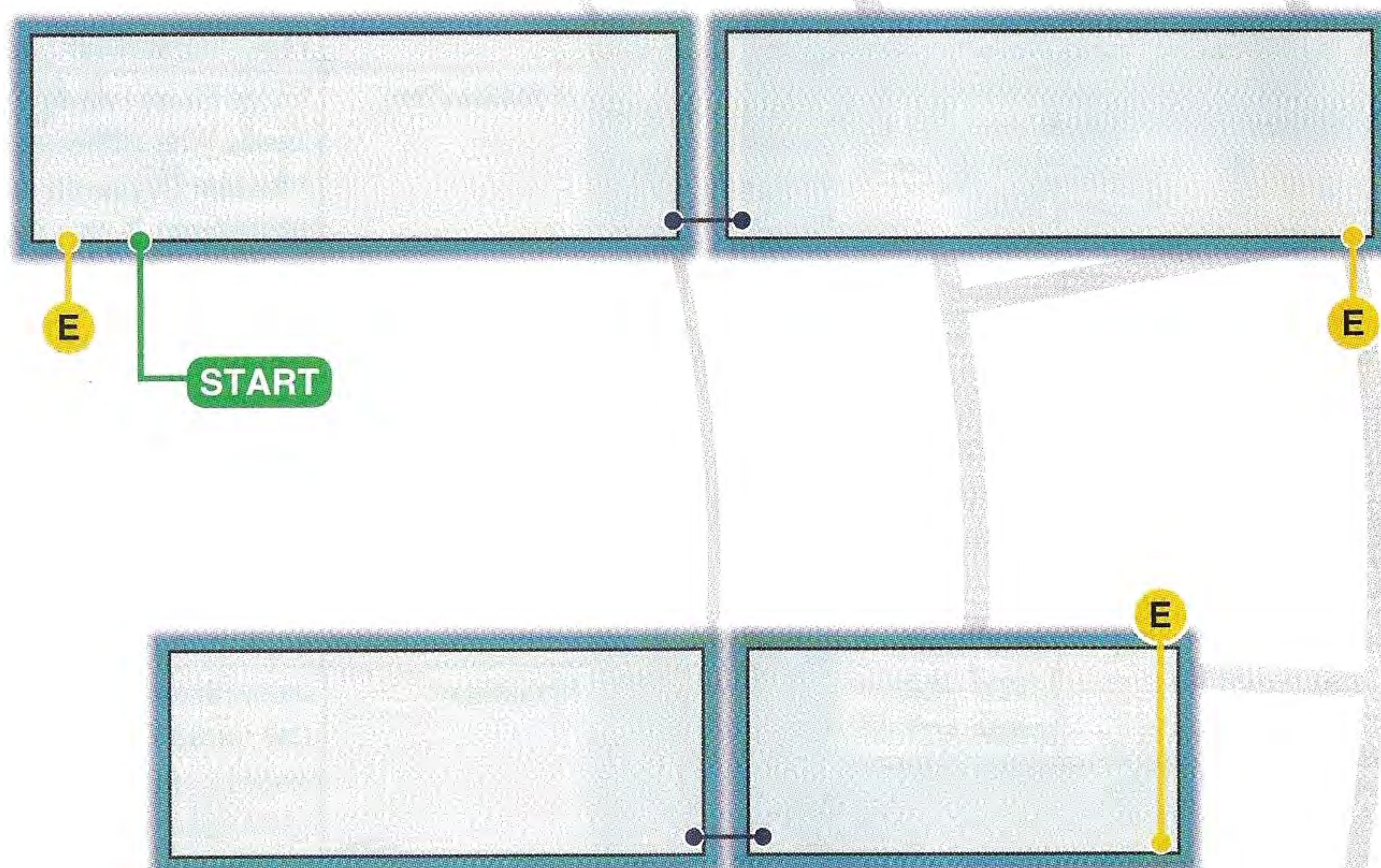


Asgard

Speak to the merchant at Asgard's entrance. If you collected the Cat, Dog, and Bird Rings, sell them to him to gain the ability to buy the Solomon's Ring. While you're here, take the time to prepare for another dungeon raid.



Asgard Map



Yggdrasil

This monster of a dungeon is easily one of the longest you traverse. The seemingly erratic variations of rooms, combined with the powerful enemies, make this a task that you shouldn't take lightly. Pay attention to the floors in this dungeon. There are many pits that lead to previously visited areas. Refer to the map in this guide to avoid dropping down pits that don't lead to any items.

Colored crystals appear in this area. These crystals have abilities designed to thwart your journey inside Yggdrasil's depths. Despite their troublesome attacks, striking crystals with your sword destroys them temporarily. Note the crystals' positions, keeping in mind that you can deal with them if necessary.



Yggdrasil: All You Need to Know

Treasures

- | | |
|-----------------------|-------------------------|
| 1. Prime Elixir | 16. Noble Elixir |
| 2. Valiant Greaves | 17. 120000 Oth |
| 3. Fairy Tincture | 18. Noble Elixir |
| 4. Charge Break | 19. Tome of Godspeed |
| 5. Flame Mist | 20. Expert's Experience |
| 6. Witch's Arcanum | 21. 100000 Oth |
| 7. Foolproof Talisman | 22. Foolproof Talisman |
| 8. Valiant Helm | 23. Prime Elixir |
| 9. Valiant Armor | 24. Foolproof Talisman |
| 10. Elixir | 25. Union Plume |
| 11. Power Bangle | 26. Unicorn's Horn |
| 12. Fairy Tincture | 27. 80000 Oth |
| 13. Tome of Alchemy | 28. Sword of Silvens |
| 14. Fairy Tincture | 29. Holy Gauntlet |
| 15. Overdrive | |

Sealstones

Name	Cost	Effect
Magical Light Blessing	100	Photons Break Pillars
Dancing Light Blessing	150	Reflect Photons +4
Paper Tiger Blessing	800	Attack Up at Max HP
Great Shield Law	2000	RDM 200%, ATK Down 3/4
Sharp Sword Law	2000	ATK 150%, RDM 1/2
Darkness Blessing	1000	Dark Attack 150%, Holy Attack 1/2

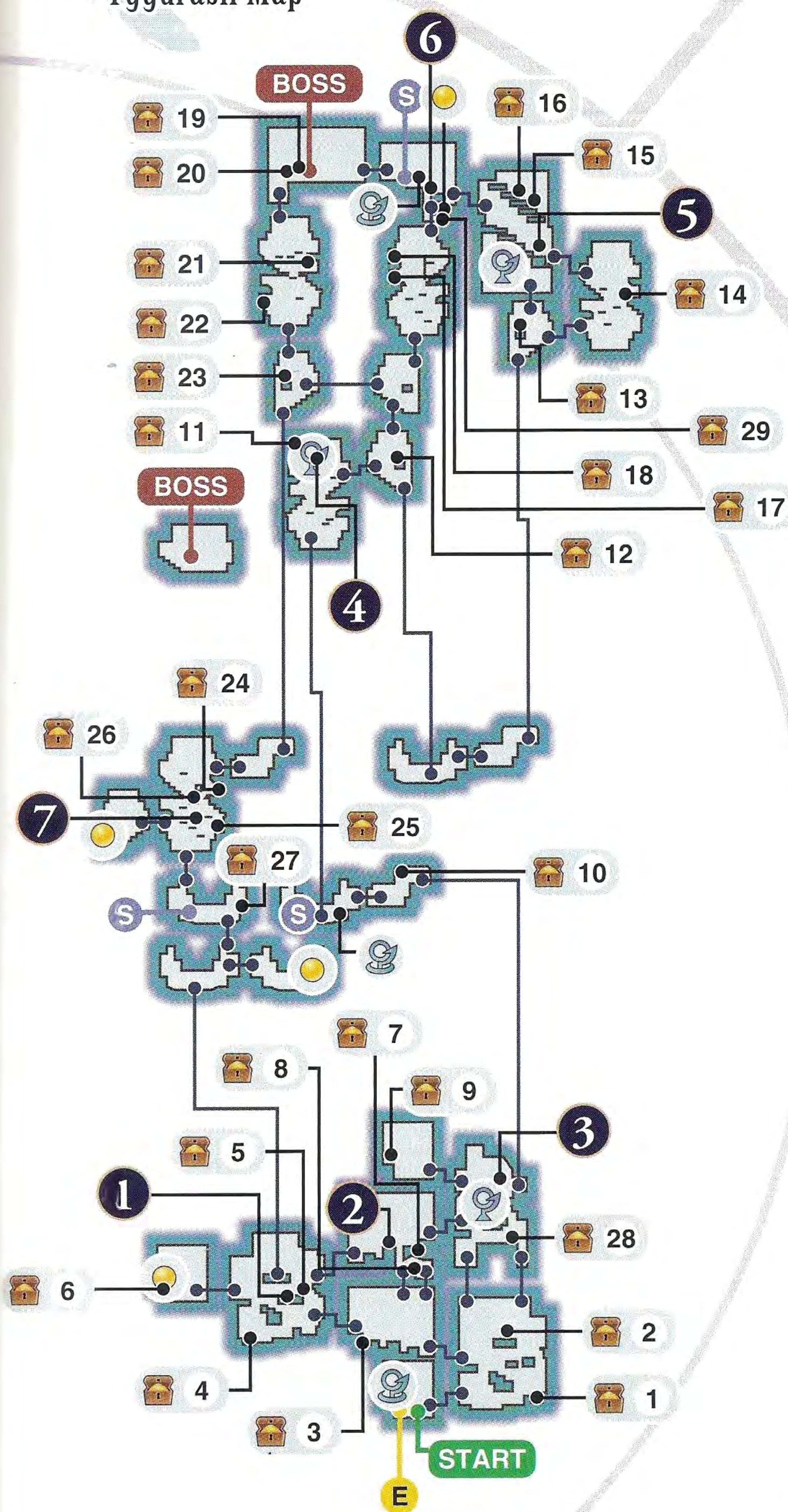
Enemies

Enemy Name	Items	Leader Item
Aesir (Imperial Guard)	Busted Sword	Fireproof Talisman
Hresvelgr	Great Eagle heart (torso), Seal Wind Windswept Tailfeather (tail), Bolt Breath Core (leg), Roaring Flame Feather (wing)	Holy Crystal
Wild Wolf	Sabertooth (head), Core Spinel (torso), Obsidian Claw (leg), Beast's Flesh (tail)	
Armor Beetle	Armor Piercer (outer shell), Guard Potion (torso), Bug Key Claw (front leg), Beetle Horn (horn)	
King Slug	Metabolizer (mouth, insides), Red Barrel (belly leg), Armor Piercer (shell), Giant Pearl (front shell)	
Idisi	Vermillion Cartilage (head), Attack Claws (both arms), Pulverizing Bone (fillet), Eyeball (torso), Emerald Heart Core (tail)	Sage's Arcanum

Enemies

Enemy Name	Items	Leader Item
Fatal Vermin	Might Potion (torso), Toxic Seed (flower), Red petal (petal)	
Roper	Emerald Heart Core (torso), Pulverizing Bone (mid tentacles), Wax Clump (stalk), Elixir (flower)	
Black Jewel	Core Ruby (nucleus)	
Human Sacrifice	Red Soul Flame (candlestick), Headless Doll (candlestick right side), Eternal Flame (candlestick left side)	Shadow Crystal
Strayer	Bone Mask (head), Aura Force (arm), Chaos Force (left side), Tome of Necromancy (right side), Bone Relief (both ends cape), Abyss Cloak (rear cape)	Thunder Crystal
Gluttonous Bug	Indigo Plume (upper wing), Tuning Wing (lower wing), Platinum Fly (head), Insect Blade (arm), Amber Core (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Lance Needle (tail tip)	Union Plume
Giant Troll	Petrified Ash (weapon), Garnet (upper body), Colossal Canine Tooth (head), Blood Jewel (lower body), Troll Clay (both arms, both legs)	Union Plume
Highlander	Indigo Quartz (left up weapon), Chartreuse Spinel (right below weapon), Polished Green Ore (right upper weapon), Busted Breatsword (both upper arms), Busted Sword	Dragon Slayer
Invasive Arsonist	Solar Jewel (head), Phosphate Ore (Lava both arms), Flare Ore (right arm), Pyrotechnic Ore (left arm), Adamantite (both legs)	Fireproof Talisman
Abyss Dragon	Rotted Scales (tail), Zombie Dragon Bone (head), Dragon Rib (torso), Dragonmaggots (chest part), Dragon Palm (front leg), Transparent Wing (wing), Blackened Scales (back leg), Golden Egg (crushing)	Double Check
Odin	-	Noble Elixir
White Dragon	Dragon Tooth (head), Green Gallbladder (outer torso), Dragon Emerald (inner torso), Obsidian Claw (inner leg), Tail Bunker (inner Tail), Cumsheen Scale (both wing)	Prism Crystal

Yggdrasil Map



Dungeon Points of Interest



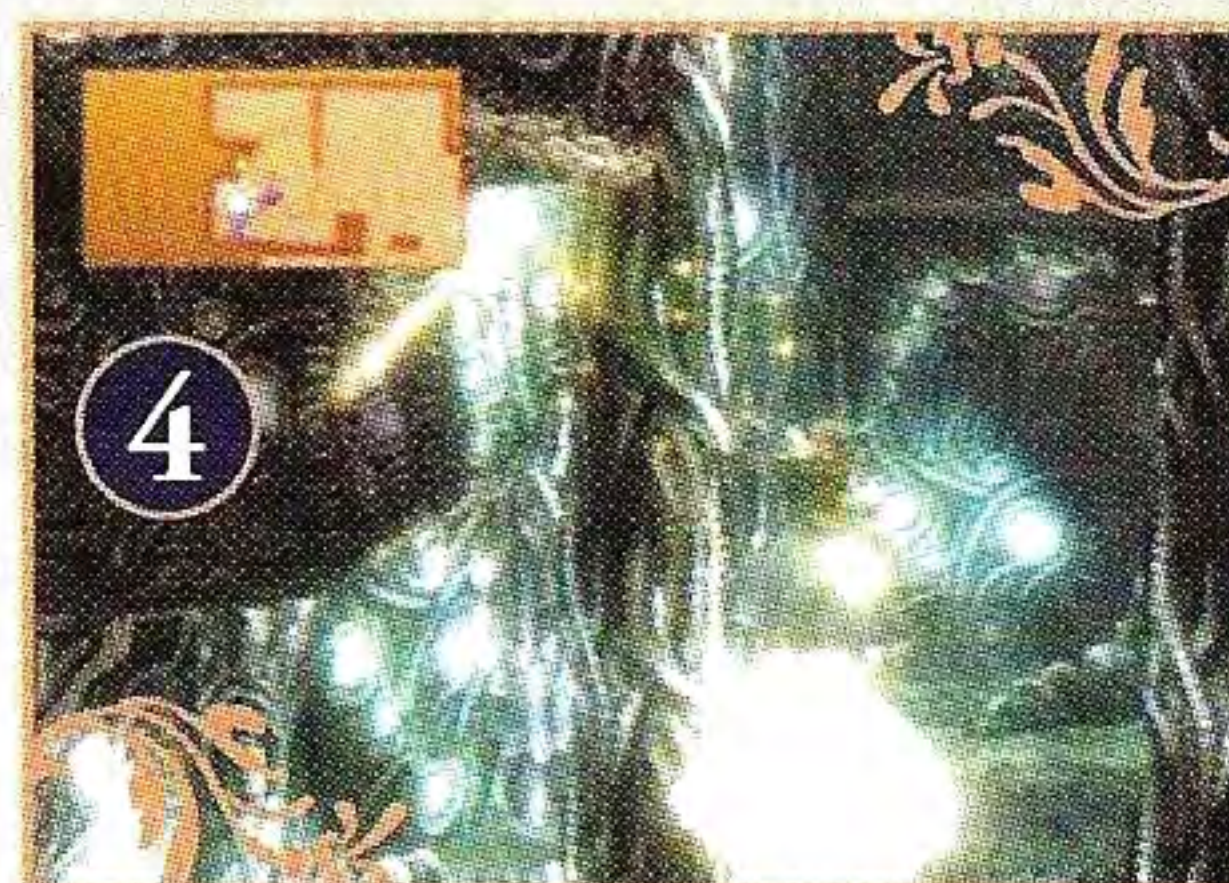
1 A blue wind crystal guards the Flame Mist armor piece. This crystal causes anything near it to levitate. To get to the item, jump into the blue field and quickly slash the blue crystal to destroy it.



2 The Dancing Light Blessing Sealstone is all you need to obtain the Valiant Helm. Stand at the pit that drops to the Valiant Helm's left side, and fire two photons downward. With proper aim, the photons bounce around the walls and eventually hit the enemy that floats above the treasure chest. To get back up to your original position, fire two more photons upward from the treasure chest's right side.



3 Another blue crystal produces the upward breeze. You need both the Magical Light Blessing and the Dancing Light Blessing to destroy it. Stand close to your ledge's right side and jump vertically. At your jump's apogee, fire two photons downward to destroy the crystal.



4 Getting to the Power Bangle in this area is no easy feat. You have to move the aerial enemy at the bottom of this area to the top. You must use bouncing photons strategically. When the enemy is near the top of this area, destroy the blue crystal. Move the floating enemy near the dais that holds the Great Shield Law. Jump vertically and swap positions with the crystallized monster to move it as high as possible into the air. Jump up again and swap positions with it at your jump's peak, hopping on top of the monster as it rematerializes. Using the bottom of the ledge that holds the Power Bangle, bounce a photon off of its roof and immediately jump vertically. The photon should bounce twice and eventually hit the encased enemy beneath you. With the crystallized enemy now floating near the Power Bangle, position yourself under the blue crystal. Jump vertically and fire a couple of photons upward. Hold the jump button as you rematerialize to make your way to the Power Bangle.



5 Note the staircase-like pattern of ledges above and below you. To obtain the items in those areas, you must fire a photon through the cracks between each staircase. With proper aim, the photon bounces rapidly within the crack and then hits a floating enemy somewhere below. In the case of the Noble Elixir and Overdrive items, fire two photons upward between the first and second floating ledges. To get to the Sharp Sword Law Sealstone, fire two photons between the first and second ledges to the south.



6 You obtain the Holy Gauntlet by using the Powerless Cap Wrath Sealstone. Use the Earthvein near the save point to grab it before you drop down the pit.

Yggdrasil II

Odin

LV 56

HP 36000



Statistics

Name	Odin
Species	God Magic
Item	None
ATK	1600
AVD	100
MAG	1400
RDM	80
HIT	130

RST	80
Fire	50%
Ice	None
Lightning	80%
Earth	20%
Holy	80%
Dark	50%

If you have some of the weapons you earned through Leone, Arngrim, and Dylan, such as the Sword of the Meek or Valkyrie Favor, then move into attack range and rush Odin. If you lack some of the game's stronger items, have no fear. Odin has no resistance to poison. That, combined with his dreadfully slow movement speed and poor attack range, enables you to poison him and simply run around the battlefield waiting for his HP to drop.



Odin uses his Spiritual Lancer once his HP drops below 50%, prematurely ending the fight. After the lengthy cut-scene, Lezard rejoins your party. Add him to your group and make sure he has the Poison

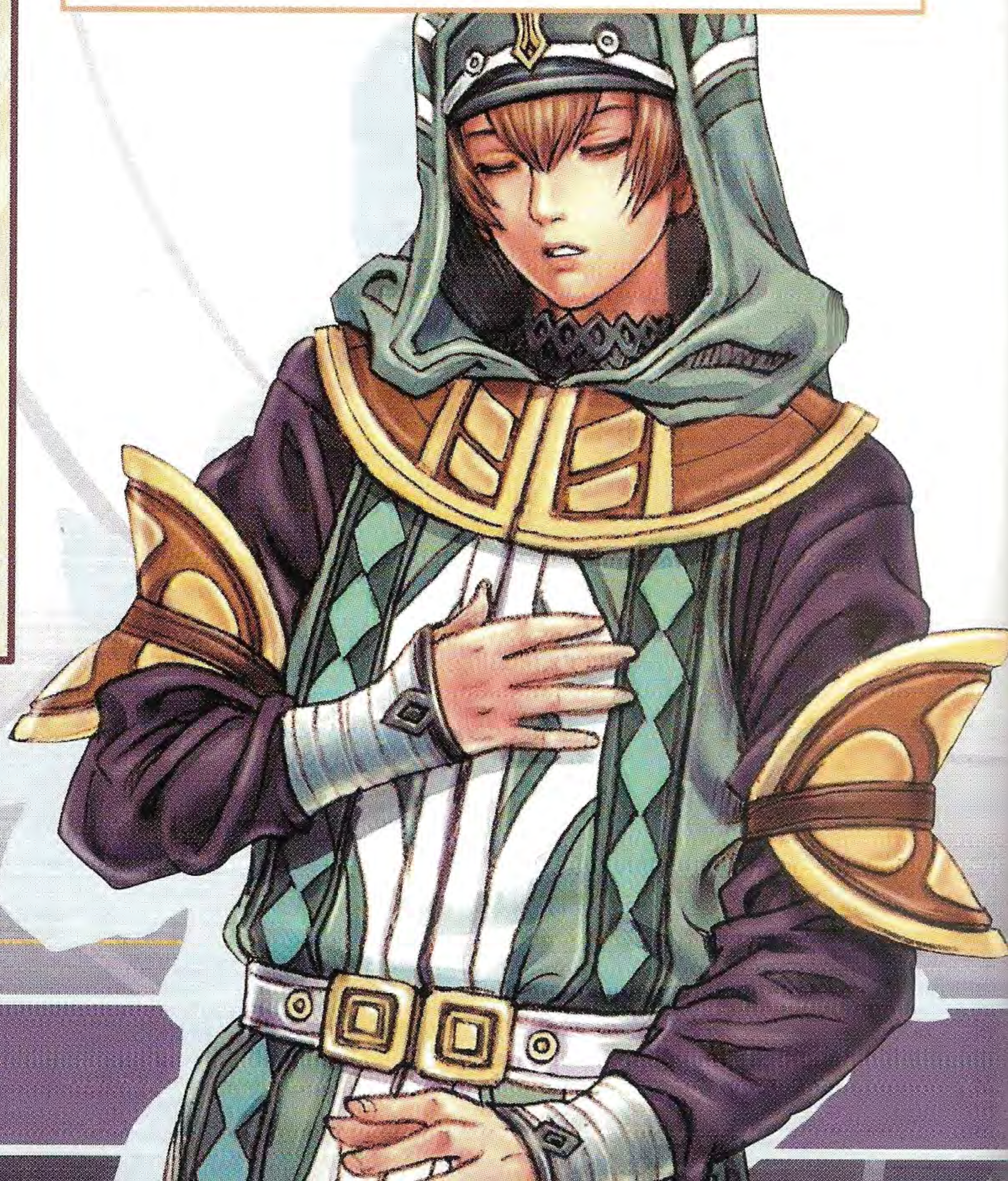
Blow spell equipped. Your fight with Odin resumes, but nothing really changes. You can use the same strategy to make easy work of the tyrant.



Dungeon Points of Interest



Obtain the Unicorn Horn by using the two enemies below it. Crystallize the enemy on the lower platform, and stand on the same platform's eastern edge. Now swap positions with the enemy and use it to jump to the northeastern ledge. From there, fire a photon downward and swap positions with the encased enemy (moving it to the upper ledge). Now crystallize and teleport the second enemy to the lower platform's edge, and use it to jump back up to the northeastern ledge. Use the crystallized enemy that's already there to jump up to the Unicorn Horn.



Valhalla

White Dragon

LV 51
HP 24000



Statistics

Name	White Dragon	RST	45
Species	Dragon Giant Scale	Fire	-50%
Item	Prism Crystal	Ice	Absorb
ATK	1400	Lightning	None
AVD	90	Earth	None
MAG	950	Holy	None
RDM	110	Dark	None
HIT	115		

Fire-based attacks, like Fire Storm and Explosion, are extremely effective against the White Dragon. The Descaling Might skill is also helpful for improving your party's overall damage capability. Additionally, the White Dragon has a dreadfully slow movement speed. Exploit this by dashing toward the beast's side and attacking it. Save enough AP to safely dash away when you finish your attack. Rebuild to max AP and repeat the process.



In essence, Valhalla is an item hunt. Most of the rooms are full of items to procure. This doesn't mean it's a cakewalk. The enemies here are quite powerful. Many of them boast long range capabilities and exploit Valhalla's multitude of sniping positions.



Don't let the raised ground lining Valhalla's battlefield fool you; in most cases, your attack radius can still reach a ranged character if you position yourself directly at the wall's base.

Valhalla: All You Need to Know

Treasures

1. Double Check
2. Noble Elixir
3. Flare Crystal
4. 200000 Oth
5. Tome of Alchemy
6. Mithril Gauntlet
7. Witch's Arcanum
8. Overdrive
9. Iceproof Talisman
10. Noble Elixir
11. Witch's Arcanum
12. Witch's Arcanum
13. Spirit Tincture
14. Earth Crystal
15. Fireproof Talisman
16. Guard Potion
17. Union Plume
18. Power Bangle
19. Might Potion
20. Holy Crystal
21. Union Plume
22. Lightningproof Talisman
23. Gram
24. Union Plume
25. Spirit Tincture
26. Ether Scepter
27. Spirit Tincture
28. Foolproof Talisman
29. Magic Bangle
30. Nectar Potion
31. Charge Break
32. Spell Potion
33. Shadow Crystal
34. Expert's Experience
35. Holy Crystal
36. Union Plume
37. Silver Plate
38. Foolproof Talisman
39. Double Check
40. Sage's Arcanum
41. Nectar Potion
42. Earthproof Talisman
43. Noble Elixir
44. Misteltein
45. Golden Egg
46. Noble Elixir
47. Fencer's Familiarity
48. Archer's Aptitude
49. Sorcerer's Savvy
50. Warrior's Wits
51. Ambrosia
52. Thief's Thoughts

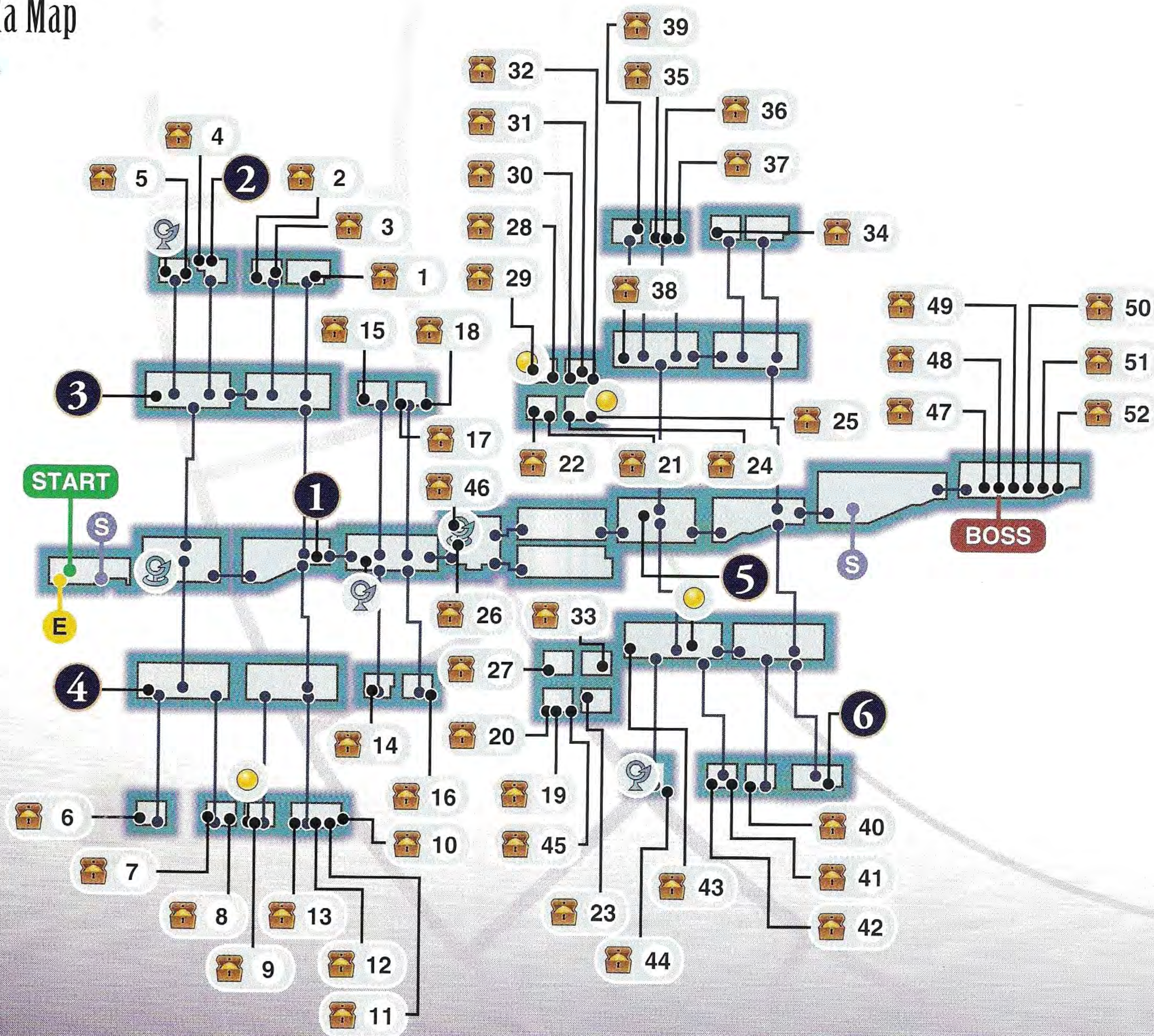
Sealstones

Name	Cost	Effect
Gem Blessing	1000	Items Appear, No Purple Gems
Holy Light Law	20000	Turn to Holy
Ore Blessing	4000	More Purple Gems
Law of Consistency	10000	No Status Change, No Support Magic
Strongman Blessing	400	Negate Critical
Holy Blessing	1000	Holy Attack 150%, Dark Attack 1/2

Enemies

Enemy Name	Items	Leader Item
Aesir (Servant)	Instant Arrow, Blue Gale (weapon), Rune Crown (hat), Divine Clothes, Phoenix Garb (main body)	Union Plume
Aesir (Guards)	Broken Blade (weapon), Divine Clothes, Phoenix Garb (main body), Witch's Arcanum (crushing)	Union Plume
Death Dog	Sabertooth (head), Harm Breath Core (torso), Beast's Flesh (leg), Adamantite (tail)	Earth Crystal
Guardian Diva	Orihalcon (1st shield), Damascus Ore (2, 4th shield), Mithril Ore (3rd shield), Adamantite (5th shield), Aura Force (head), Mithril Plate (torso)	
Sacred Sack	Fairy Tincture (bond), Shadow Crystal (crushing), Sacred Opartz (torso)	Faerie Potion
Magic Mirror	Lake Surface Mirror (both front mirrors), Witch's Arcanum (both mid mirrors), Evil Armor (both back mirrors), Core Spinel (dead spirit), Silver Frame Chasuble (main body)	Witch's Arcanum
Red Dragon	Red Horn (horn), Red Fang (head), Dragon Palm (arm), Crimson Scale (leg, tail tip), Dragon Wing Bone (wing), Dragon Ruby (upper body), Scarlet Exhalation Core (lower body), Holy Sword, Ascalon (tail base)	Flare Crystal
Divine Slave	Solar Jewel (right upper weapon), Thor Rage (right below weapon), Yumil's Tears (left up weapon), Deep Doom (left below weapon), Busted Sword	
Silver Dragon	Emerald Horn (horn), Scarlet Exhalation (head), Dragon Palm (both arms), Spiked Claw (wing), Evergreen Scales (both legs), Dragon Emerald (upper body), Verdigris Scales (lower body, tail tip), Dragon Fang (tail base)	Prism Crystal
Freya	-	-

Valhalla Map



Dungeon Points of Interest



1 Open the seal that blocks this door by activating three smaller, multi-colored seals (yellow, red, and blue). Use the blue jar on the right to jump on top of the left jar. Once both jars touch the blue seal on the ground, it lights up.



2 It's difficult to see, but the treasure chest with 200000 Oth sits on this room's left bookshelf. Reach it by using one of the warping enemies in the room to jump to it. The Gram is hidden in a similar manner, so stay on your toes.



3 Push the rightmost yellow jar over to the left. Once it's next to the opposite jar, the yellow seal starts to glow.



4 To activate the red seal, use one of the nearby flying enemies to jump on top of the airborne jar. Hopping on top of it pushes it to the floor, causing the seal to glow.



5 You cannot see the second jar for the subsequent blue seal. It's directly above your location, to the left of the bridge. Loop around to the bridge and jump onto the jar to weigh it down. When it hits the floor, quickly jump off and freeze it with a photon shot. Move to the right and push the other jar toward the blue seal. Once it's on the seal, freeze it in place, then quickly crystallize the left jar just as its casing breaks. Jump on top of the left jar and wait for the crystal to break to activate the seal.



6 Teleport the enemy in the room onto one of the floating jars to weigh it down. Then jump onto the second jar to activate the second red seal.

Freya

LV 65

HP 24000



Statistics

Name	Freya
Species	God
Item	-
ATK	1450
AVD	120
MAG	2000
RDM	135
HIT	120

RST	150
Fire	None
Ice	50%
Lightning	50%
Earth	20%
Holy	80%
Dark	20%

The Arondight (procured in the Forest of Spirits), a special sword that inflicts heavy damage to female characters, is the perfect weapon for Alicia in this battle. Other attacks, such as the Dark Savior or Earth Grave spells, also deal substantial damage to Freya.



Freya casts Ether Strike once her HP drops below 50%. This attack is almost a guaranteed kill anything it hits. Unfortunately for her, this battle ends once the attack finishes, so have no fear about losses you sustain as long as one member of your party survives.



The Twisted World Tree

It's now possible to go back to the world map by using the Water Mirror. You can obtain several new items in various towns, so take the time to explore some of the older towns you haven't visited in a while. Outside of that, Hrist and Brahms join your party at the beginning of this scenario. Both are powerful additions to your collective, so use them. Lezard's tower is absolutely overflowing with powerful monsters, so you need all the help you can get.

An Excursion Back to Midgard

CHAPTER

6

With the Water Mirror in hand, go back to Midgard via the exit to the east. Several items are now available. First, stop off in Solde. Go to the western house in Chapel Square and read the poem on the left wall. Proceed to the shelf on the room's right side and examine it to receive the tri-Emblem. Now move along to Kalstad. Remember the boy to whom you donated 300 Oth? Speak to him again at the road behind town to receive the Claiomh Solais (or the Sun Shower if you donated less than 300 Oth). Make a trip back to the arena where you fought Gyne and Walther in Dipan. Move to the back of the room and examine the guard lying on the ground. You receive the Hauteclaire, a weapon that enhances the damage of special attacks by 30%. Finally, return to the area where you fought Freya in the back of Valhalla. There are six treasure chests containing Fencer's Familiarity, Archer's Aptitude, Sorcerer's Savvy, Thief's Thoughts, Ambrosia, and Warrior's Wits.



Tower of Lezard Valeth

Short and to the point, Lezard's tower attacks you through its overpowering list of enemies. Several mini-bosses are scattered throughout this dungeon, all of which are upgraded versions of enemies you've encountered before. Don't let their new look and outrageous statistics fool you. You can handle most of them in the same way you handled their lesser counterparts.

Valkyrie Lenneth joins your party at this area's entrance. Sporting strong offensive capabilities, she's an incredible frontline addition to your party. Slap a Power Bangle onto her accessory list to give her even more oomph.



Tower of Lezard Valeth: All You Need to Know

Treasures

- | | |
|---------------------|--------------------------|
| 1. Ether Shield | 8. Claiomh Solais |
| 2. Bloody Nails | 9. Magic Bangle |
| 3. Supreme Crown | 10. Foolproof Talisman |
| 4. Sage's Arcanum | 11. Noble Elixir |
| 5. Lunar Bardiche | 12. Elhanan's Fingertips |
| 6. Double Check | 13. Reflect Armor |
| 7. Goddess Tincture | 14. Robe of Bryttain |

Sealstones

Name	Cost	Effect
Desperate Soldier Law	1500	ATK 150%, No HP Recovery
Unprepared Castle Law	1500	RDM 200%, Battle Menu Disabled
Six Elements Blessing	2000	All Tolerances Up

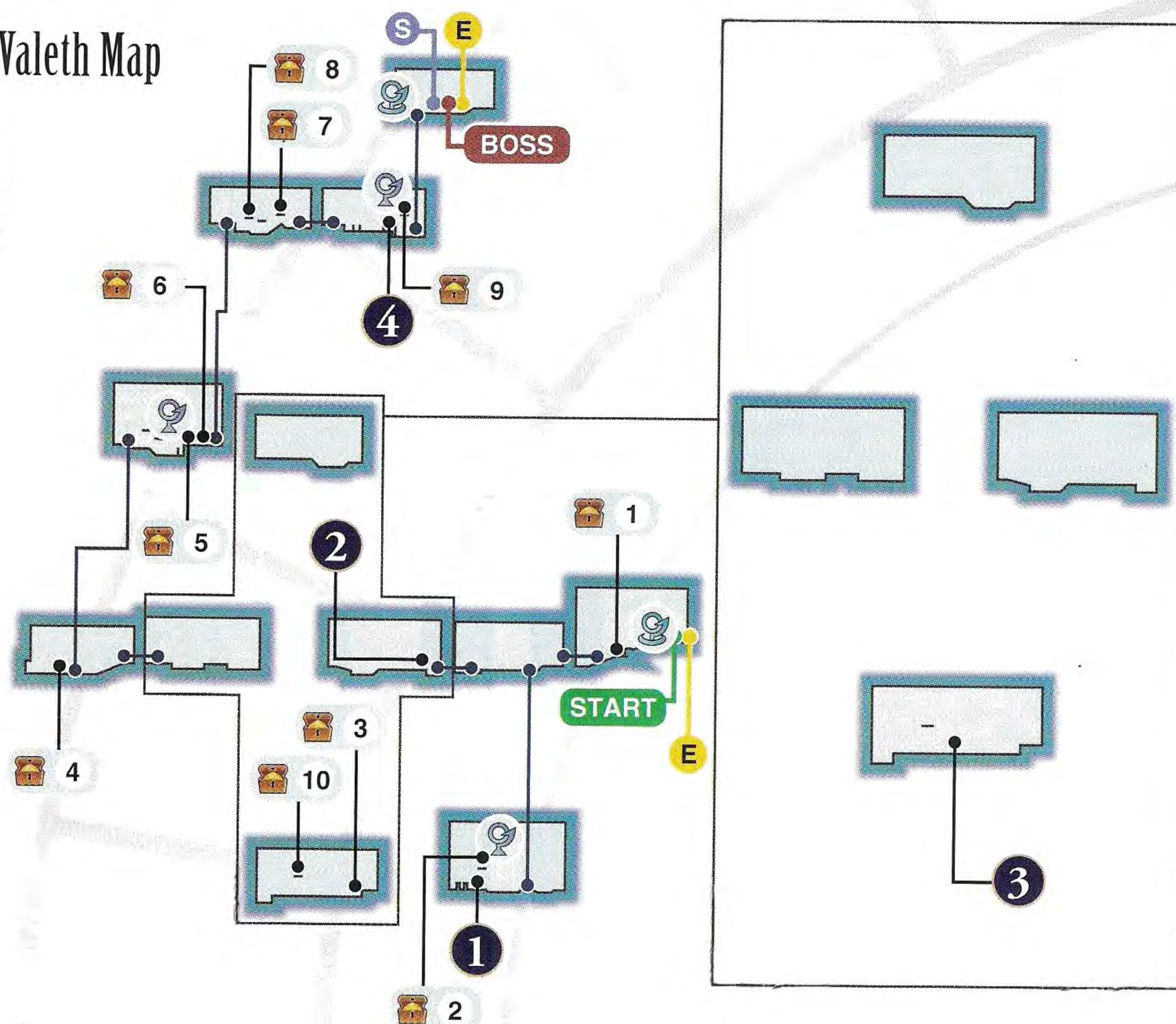
Enemies

Enemy Name	Items	Leader Item
Rot Demon	Black Skull (head), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Blackbreath Core (head), Deep Doom (upper body), Bonemeal (both legs)	Valor Armor
Elder Bat	Firemouse Fur (torso), Black Wing Skin (wing), Demon Parabola (ear)	Spectacles
Gigantic Dragon	Tailbanger (tail), Verdigris Scales (back leg), Evergreen Scales (torso), Homing Scales (front leg)	Guard Potion
Undead Master	Chaos Force (both arms, right side), Abyss Cloak (both ends cape), Dark Amulet (Rear Cape), Bone Relief (Front Cape), Bone Mask (head), Tome of Necromancy (left side)	
Prism Jewel	Soul Pearl (nucleus)	Prism Crystal
EMETH	Orichalcum (1,2nd shield), Mithril Ore (3rd shield), Eternal Silver (4th shield, torso), Adamantite (5th shield), METH Seal (head)	Aspect Stone
Baphomet	Lamb's Tooth (head), Warped Horn (horn), Tathlum (weapon), Sylphide's Arrowhead (left arm), Vortex Crest (right arm), Dark Votive Cup (torso), Thor's Rage (front side), Steel Horseshoe (rear side)	Elixir

Enemies

Enemy Name	Items	Leader Item
Paragriffon	Evergreen Feather (rear wing base), Indigo Plume (Head Adornment), Drilling Beak (head), Griffon Talon (back wing tip), Gargoyle's Wings (front wing), Wing Feather (upper body), Eternal Silver (chest part, lower body)	Idun's Apples
Maelstrom	Helgi's Sword (head), Evil Eye Gem, Emerald Heart Core (tail), Bonafide Bone (fillet), Cutting Claw (arm)	Fairy Tincture
Type 44 Demon	Caduceus (weapon), Diablo Horn (horn), Fool's Gem (upper body), Demon's Blaze (lower body), Black Wing (wing), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Demon's Hoof (leg)	Witch's Arcanum
Elder Vampire	Vampire Claw (arm), Rose Imprint (neck), Vampire Heart (torso), Bloodsucking Fang (head), Rune Greaves (leg), Black Wing (wing)	Ice Crystal
Pyrohydra	Boltbreath Core, (left rear head) (middle head), Thunderbreath Core (left front head, right front head), Electricbreath Core (right rear head), Crimson Scales (Neck Base), Dragon Ruby (torso), Wild Calis (tail)	Wild Chalice
Lord Bat	Black Wing (wing), Beast Pelt (torso), Demon Parabola (ear)	-
Vampire Lord	Bloodsucking Fang (head), Vampire Claw (arm), Rune Greaves (leg), Black Wing (wing), Ray Force (after head destroyed, red gem), Rose Imprint (back), Vampire Heart (torso), Vampire Sword (crushing)	Prime Elixir
Slight Devil	Busted Spear	-
Gigantic Troll	Petrified Ash (weapon), Colossal Canine Tooth (head), Troll Clay (both arms, both legs), Garnet (upper body), Blood Jewel (lower body), Rune Helm (crushing)	Sage's Arcanum
Slop	Thick Bone (upper tentacle tip), Bonafide Bone (fingertip, tentacle base, upper tentacle base), Emerald Heart Core (torso), Evil Eye Gem (head)	Nectar Potion
Castle Cannon	Drilling Ram's Horn (horn tip), Sage's Arcanum (horn base), Assault Missile (shield-front blade), Adamantite (shield all), Mithril Ore (shield back), Steel Horseshoe (torso), Empty Shell (back armor), Eternal Silver (tail)	-
Homunculus Silmeria	-	-
Homunculus Lezard	Rune Greaves (crushing 100%)	
Lezard Valeth	-	-

Tower of Lezard Valeth Map



Dungeon Points of Interest



1 The battle against the Gigantic Troll is similar to the Wild Troll you dealt with in the Crawsus Forest Ruins. Use abilities that inflict Frailty to impede its regeneration abilities. With that under control, stay behind him and unleash your biggest combinations.



2 Aside from the Vampire Lord, two Elder Bats flank your position. They inflict a surprising amount of damage, which is drained and added to their own HP. Eliminate them first to strip the Vampire Lord of his backup.



3 The Castle Cannons defend chokepoints, making it incredibly difficult to attack their tails the way you would other enemies of this type. Depending on their positions, you may have to attack their legs to damage them with any efficiency. Luckily, many of Lenneth's initial attacks strike at your enemy's legs, making her the ideal character for opening an attack against these fiends. Still, many of the Castle Cannons' strongest attacks originate from the front, so don't pass up the chance to move behind them if you see it.



4 Teleport the nearby crawling enemy to the bottom of the ledge to your left. Jump on top of it to reach the Double Check.



5 The save point just before the final battle opens up the Seraphic Gate on the world map. Simply save your game at this spot and leave the dungeon to traverse the hardest set of dungeons within the game.

Homunculus Lezard & Silmeria

LV 59/62
 HP 36000
 172000



Target Homunculus Silmeria immediately. She loses quickly to a couple of Soul Crush combinations if your party is full of heavy hitters. She can regenerate her HP, so if you don't deal damage quickly enough, infect her with Frailty to keep her from regaining life. Lezard is as he has always been: strong in the casting department. Although, high resistance to all elements is a must, focused physical attacks should be enough to get the job done.

Silmeria Statistics

Name	Homunculus Silmeria	RST	120
Species	God, Unholy	Fire	-20
Item	None	Ice	50
ATK	2800	Lightning	50
AVD	40	Earth	20
MAG	1800	Holy	50
RDM	40	Dark	50
HIT	120		

Homunculus Lezard Statistics

Name	Homunculus Lezard	RST	250
Species	Magic, Unholy	Fire	-20
Item	Rune Greaves	Ice	50
ATK	1900	Lightning	50
AVD	100	Earth	80
MAG	1700	Holy	0
RDM	110	Dark	50
HIT	100		



Lezard Valeth

LV 62

HP 86400



Statistics

Name	Lezard Valeth
Species	
Item	None
ATK	1900
AVD	100
MAG	1750
RDM	110
HIT	100

RST	250
Fire	80
Ice	80
Lightning	80
Earth	80
Holy	20
Dark	80

This battle is straightforward; do what you can to reduce the damage from his spells while relying on direct combat to smash through his defenses. As you know, Lezard casts a variety of lethal spells, so use the Six Elements Blessing Sealstone to bolster your defenses against his magic. Use Overdrive combined with Fairy Tinctures to keep your party healthy without exhausting the AP you need to attack.



Transcendental Being

LV 63

HP 108000



Statistics

Name	Transcendental Being
Species	
Item	None
ATK	2100
AVD	100
MAG	1900
RDM	110
HIT	100

RST	280
Fire	80
Ice	80
Lightning	80
Earth	80
Holy	20
Dark	80

In order to proceed to the next boss fight, you must destroy the crystal in the middle of the battle field. However, a force field initially protects the crystal. This force field drops momentarily once you deal 1000 damage to Lezard (Transcendental Being). This leaves only a small window to damage the crystal. This is difficult at first because of the AP you expend on Lezard during an attack; it leaves you little to work with for staging an attack against the crystal.

The Overdrive item helps in this regard, reducing your overall AP use. For the same reason, combinations that exhaust little AP while still earning 100% of your special attack gauge are also ideal.



Anarchic Entity

LV 65

HP 120000



Statistics

Name	Anarchic Entity	Fire	80
Species		Ice	80
Item	None	Lightning	80
ATK	2200	Earth	80
AVD	122	Holy	80
MAG	2000	Dark	80
RDM	130		
HIT	132		
RST	200		

Battle Strategy

Before the battle starts, attach your stronger accessories to Valkyrie at the equip menu. She's the only character that delivers a significant amount of damage to Lezard, so Power Bangles and Great Eagle Hearts are a must. Make sure the rest of your party is rejuvenated from your last rumble with Lezard, and then proceed with the match.

Split your party into two groups: one with Valkyrie, and the other with the remainder of your party. Move the larger group as far away as possible from Lezard. Take an aggressive stance with Valkyrie, attacking Lezard from directly behind; perform two full attack strings and then stop. When the attack finishes, pay close attention to the direction Lezard turns.

Walk the opposite direction to stay directly behind him. As long as you're close enough, you build AP very quickly without the threat of attack (assuming he doesn't use spells or abilities to encircle his body).

The preceding strategy works until 35-40% of Lezard's life is gone, at which point he uses new spells like Rebellious Rebirth, which has a massive attack radius that encircles 80% of the battlefield. The attack targets one character for 5000-6000 damage while hitting every other character within its effect radius. When Lezard initiates this attack, immediately separate your group to limit casualties.

He has other abilities, such as Powerful Name, that can kill a character in one shot. Attacks like these require Foolproof Trinkets and Talismans, which nullify one hit of damage from an attack. However, you must use these items carefully, largely because of Lezard's many multi-hit spells. Still, nullifying a multi-hit attack's first hit may be just enough to survive some of his meatier spells, such as Rebellious Rebirth.

Lezard starts to abuse Meteor Swarm when his HP drops below 50%.

This is a ferocious multi-hit spell that decimates every character on the field to the tune of 2000-3000 HP points. This is relatively tame compared to Powerful Name and

Rebellious Rebirth, but its multi-hit properties make quick work of Foolproof Talismans. Keep your party's HP up with Fairy and Spirit Tinctures. Stay focused on the task at hand.



Seraphic Gate

Preparation

Once you've created a save file at the game's final save point (the one just before the final fight with Lezard), the Seraphic Gate hidden dungeon opens up on the west map of Midgard. This amalgam of hellish creatures and progressive interior design is an optional dungeon fortified to test your gaming abilities. Everything that crawls inside its cold belly is far more powerful than any foes you've witnessed before. Proceeding inside isn't simply a question of courage; you must possess a powerful line of allies and a strong understanding of the abilities and items you've collected.

Preparation is the key to success in Seraphic Gate. We recommend that your party members reach level 70 before you attempt to clear the entire dungeon. However, you can move through the dungeon's earliest areas at level 50. You also need a collection of specific Sealstones, skills, and equipment in order to defeat the dungeon's foes with any consistency. Look over the following sections and use them as a reference while you slog through what may be the toughest challenge you've faced thus far.



Recommended Weaponry

The following table summarizes some of the more powerful armaments that you can obtain. Many of these items are well within the Seraphic Gate, so you'll have to get by without their power in the beginning. Still, obtaining them as quickly as possible can only benefit your cause.

Character Class	Weapon	ATK	MAG	# of Attacks	Crush	How to Acquire
Light Warrior	Valkyrie Favor	500	-	3	Yes	Obtained when Leone leaves the party at LVL 40 or higher.
Light Warrior	Dainslef	750	-	2	Yes	Treasure: Seraphic Gate area 1.
Light Warrior	Demon Sword "Levantine"	500	1000	3	Yes	Treasure: Seraphic Gate area 5.
Heavy Warrior	Sword of the Meek	850	-	2	Yes	Obtained when Dylan leaves the party at LVL 45 or higher.
Heavy Warrior	Demon Sword "Nefarious"	700	-	3	Yes	Rare Monster: Heimdall's defeat (15% drop rate).
Heavy Warrior	Tyrfing	2200	-	1	Yes	Rare Monster: Tiamat's defeat (15%).
Archer	Soothsayer Bow	620	-	3	Yes	Rare Monster: High Socks Ull's defeat (15% drop rate).
Archer	Sylvan Bow	*	-	3	No	Rare Monster: Seraphic Gate Arectaris's defeat (15% drop rate).
Sorcerer	Wand of Apocalypse	-	1000	0	Yes	Monster: Gabriel Celeste's defeat.
Sorcerer	Holy Wand of Telos	-	1800	0	Yes	Monster: Ethereal Queen's defeat.
Hrist	Gungnir	1000	-	3	Yes	Monster: Obsessed Ex's defeat.
Brahms	Bloody Murder	1350	-	3	Yes	Treasure: Seraphic Gate area 4.
Anyone	Angel Slayer	10000	10000	2	Yes	Treasure: Obtained after your 10th run through the Seraphic Gate.

Winning Formula



Every enemy in the Seraphic Gate hits hard... really hard. Defensive skills that raise HP and/or lower the rate of HP loss are absolute musts. Specifically, Toughness and First Aid offer the best gain for their price. Combined

with the affects of certain Sealstones, such as Lifeforce Blessing or Sheathed Power Wrath, your party's ability to survive the Seraphic Gate's powerful onslaught rises significantly. Some accessories, like the Drainwing or Metabolizer, solidify this concept by granting the ability to drain HP from your enemy while boasting a secondary version of the First Aid effect.

Difficulty Build Up

If its absurd difficulty isn't enough, you can venture through the Seraphic Gate again on a *harder* difficulty once you defeat the area's final boss. And if that's not enough, you can boost the difficulty *multiple times*—it increases exponentially with each successive play-through! The following chart illustrates the build-up in enemy statistics based on the number of times you clear the Seraphic Gate.

Clear	HP	ATK	MAG	HIT	AVD	RDM	RST	LV	Bad Status	EXP	Movement Speed	Spin Speed
1st	x1.5	x1.5	x1.5	x1.2	x1.1	x1.1	x1.1	+1	+30%	x1.1	No Change	No Change
2nd	x2	x2	x2	x1.4	x1.2	x1.2	x1.2	+2	+30%	x1.2	x1.1	No Change
3rd	x2.5	x2.2	x2.2	x1.6	x1.3	x1.3	x1.3	+3	+30%	x1.3	x1.1	+10
4th	x3	x2.4	x2.4	x1.8	x1.4	x1.4	x1.4	+4	+50%	x1.4	x1.1	+10
5th	x3.5	x2.6	x2.6	x2	x1.5	x1.5	x1.5	+5	+50%	x1.5	x1.2	+10
6th	x4	x2.8	x2.8	x2.2	x1.6	x1.6	x1.6	+6	+50%	x1.6	x1.2	+20
7th	x4.5	x3	x3	x2.4	x1.7	x1.7	x1.7	+7	+70%	x1.7	x1.2	+20
8th	x5	x3.2	x3.2	x2.6	x1.8	x1.8	x1.8	+8	+70%	x1.8	x1.3	+20
9th	x5.5	x3.4	x3.4	x2.8	x1.9	x1.9	x1.9	+9	+70%	x1.9	x1.3	+30
10th	x6	x3.6	x3.6	x3	x2	x2	x2	+10	+70%	x2	x1.3	+30

Oracles and the Angel Slayer

You can acquire special items called Oracles in the Seraphic Gate. Nine of these books exist, and players can obtain only one of each book during each successful play-through. Each book's location is different from the last, as labeled on the maps we've provided in this section of the guide. After you collect the nine books, clear the Seraphic Gate for the tenth time to get a chance to procure a new weapon called the Angel Slayer. This jewel of a sword boasts an ATK and MAG rating of 10000, which is an absurd amount of power



to wield. This weapon is located in the corridor just below the Ethereal Queen, so you have to defeat Frigga an 11th time to get to it.

Character Collection

In the Seraphic Gate, you can regain many of the side characters lost through story progression. These characters include every usable party member, as well as a character that was originally only a boss: Freya. The following table lists the prerequisites for recovering your old friends.

Character	Procurement Conditions
Dylan	Gabriel Celeste's defeat
Leone	Gabriel Celeste's defeat
Hrist	Woden's defeat
Silmeria	Woden's defeat
Lenneth	Woden's defeat
Lezard	Obsessed Ex's defeat
Freya	Frigga's defeat
Valkyrie	Ethereal Queen's defeat

Dog Characters

A collection of dog-like enemies resides in kennels distributed throughout the Seraphic Gate. They resemble some of the main characters within the game, often taking on most of their characteristics in a funny way. Their HP ratings are somewhat high, but their overall statistics are weaker than those of the enemies in the Seraphic Gate's first area. It's worth fighting them in order to obtain the small list of unique items they drop. The following chart lists which items drop from each of the unique doppelgangers.

Enemy Name	Items	Leader Item
Dog Alicia	Busted Sword	
Dog Hrist	Die-cast lance (weapon), Wind Cut Feathers (helmet), Beast Pelt (head), Scratch Paper Book (chest), Copper Coin (torso), Prime Elixir (tail), doubleside tape one side, Daikon	
Dog Rufus	Broken Bow (weapon), doubleside tape one side (vine), Ill Wind Bandanna (head), Kobold Shirt (chest), 3rd page of proof (torso), Lucky Tail (tail)	Short Bow
Lord of the Undead	Meat Chops (meat), Bloodsucking Fang (vine), Shinshin vine (head), Foolproof Trinket (chest), Purple mirror (torso), Lucky Tail (tail)	
Dog Arngrim	Broken Blade (weapon), doubleside tape one side (vine), Shinshin vine (head), Overdrive (chest), New product guide (torso), Lucky Tail (tail)	
Dog Odin	Kunknir (weapon), Famous vine (helmet), doubleside tape one side (head), Father Kobold shirt (chest), Thunder Coin (torso), Prime Elixir (tail)	
Dog Freya	Crystal Ball (weapon), Play Cap (hat), Beast Pelt (head), Thing which gathers (chest), Thunder Coin (torso), Prime Elixir (tail)	
Dog Lenneth	Die-cast lance (weapon), Wind Cut Feathers (helmet), Overdrive (head), Warrior Woman Kobold Mail (chest), Silver Coin (torso), Goddess Tincture (tail)	
Dog Silmeria	Die-cast lance (weapon), Wind Cut Feathers (helmet), Beast Pelt (head), Warrior Woman Kobold Mail (chest), Gold Coin (torso), Prime Elixir (tail)	

Sound Mode

Sound Mode is west of the Seraphic Gate's entrance. From here, you can pay 1000 Oth to hear various tunes from the game. You open up more songs after you venture through certain areas of the Seraphic Gate. You can acquire the entire song list during your second trip through the Seraphic Gate, so get cracking.



The Test

Before you can enter the Seraphic Gate, you must pass a test. This test consists of defeating Dirna Hamilton, the bustling young archer who appeared in *Star Ocean 3*. When you



defeat her, the path to the Seraphic Gate opens, and initially you can no longer challenge her to a duel. You can fight her a second time after you've defeated the Seraphic Gate's final enemy (Ethereal Queen); at that point, she gains three bodyguards and maxed-out statistics.



Dirna Hamilton

LV 64

HP 120000



Statistics

Name	Dirna Hamilton	RST	220
Species	Magic	Fire	100
Item	None	Ice	20
ATK	1700	Thunder	80
AVD	120	Earth	50
MAG	2400	Holy	50
RDM	80	Dark	50
HIT	120		



Seraphic Gate Area 1: All You Need to Know

Treasures

- | | |
|--------------------|------------------------|
| 1. 1st Oracle | 10. Prime Elixir |
| 2. Spirit Tincture | 11. Bloody Duster |
| 3. Double-check | 12. Double-check |
| 4. Spirit Tincture | 13. Switch |
| 5. Charge Break | 14. Overdrive |
| 6. Prime Elixir | 15. Goddess Tincture |
| 7. Dead End | 16. Ambrosia |
| 8. Noble Elixir | 17. Foolproof Talisman |
| 9. Switch | |

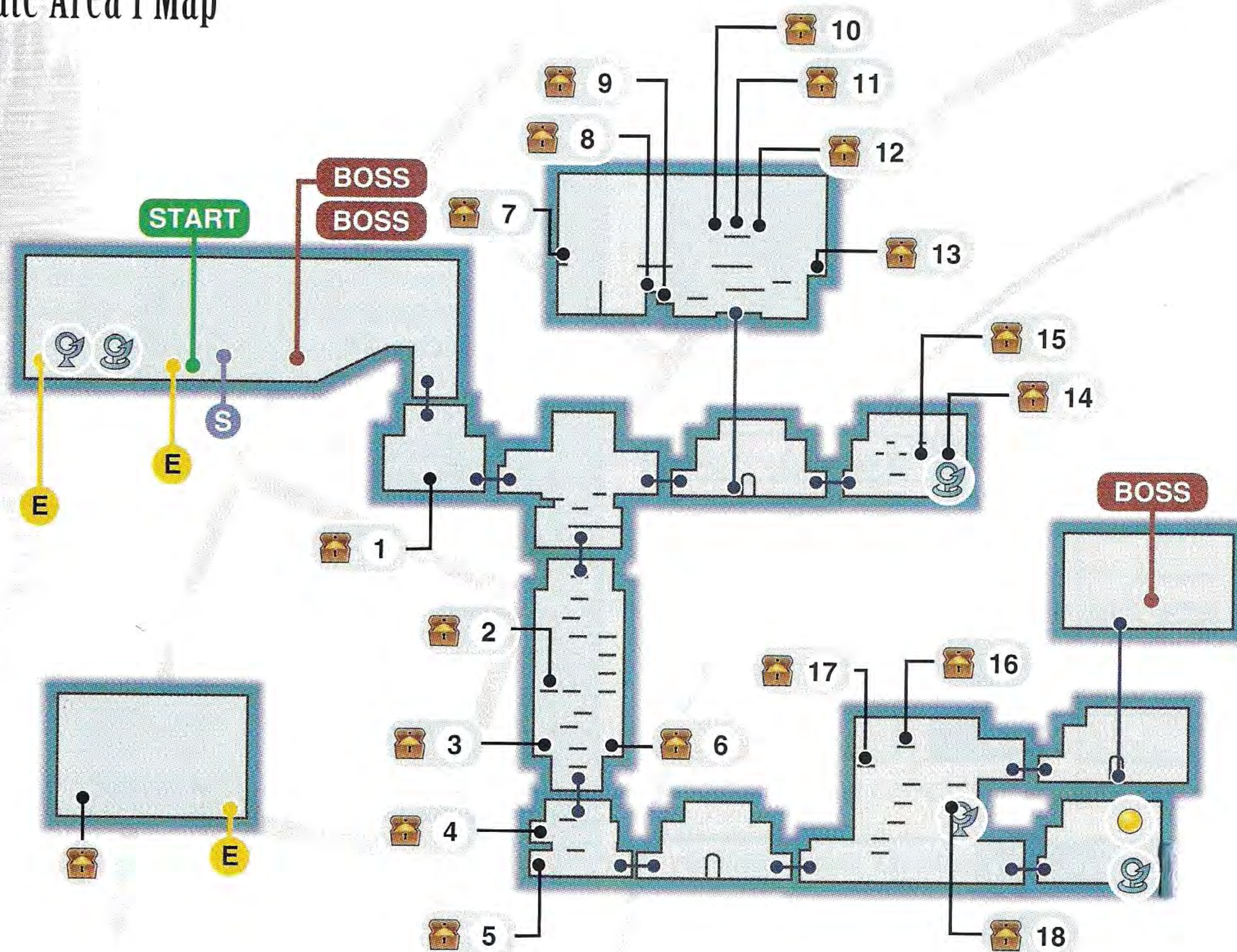
Sealstones

Name	Cost	Effect
Soul Wringer Wrath	30000	Rapid HP Loss

Enemies

Enemy Name	Items	Leader Item
Phantom Flame	Eternal Flame (candlestick, candlestick left side), Firefly Fire (candlestick right side)	Witch's Arcanum
Kill Bone	Black Skull (head), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Darkbreath Core (back), Dark Matter (torso), Bonemeal (leg)	
Berserk Warrior		Nectar Potion
Hell's Cannon	Ymir's Tear (weapon), Diablo Horn (horn), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Demon's Hoof (leg), Black Wing (wing), Fool's Gem (upper body), Dark Matter (lower body)	Union Plume
Abyssinian Demon	Busted Hammer (weapon), Monster's Canine Tooth (head), Steelwing (wing), Trickster Imprint (upper body), Burgundy Flask (lower body)	Lotus Wand
Soul Summoner	Bone Mask (head), Dark Matter (front cape), Dark Amulet (both ends cape), Abyss Cloak (rear cape) Chaos Force (arm, right side), Tome of Necromancy (left side)	-
Gabriel Celeste	tri-Emblem (pit), Busted Spear	Wand of Apocalypse

Seraphic Gate Area 1 Map



Gabriel Celeste

LV 69/79

HP 240000

1,440,000



Statistics

Name	Gabriel Celeste	RST	180 / 359
Species	---	Fire	50
Item	Wand of Apocalypse	Ice	80
ATK	3000 / 10799	Thunder	50
AVD	140 / 279	Earth	50
MAG	2800 / 10079	Holy	50
RDM	250 / 499	Dark	80
HIT	150 / 450		

Seraphic Gate Area 2: All You Need to Know

Treasures

- | | |
|---------------------|----------------------|
| 1. Might Potion | 15. Sonic Edge |
| 2. Sorcerer's Savvy | 16. Tome of Alchemy |
| 3. Sage's Arcanum | 17. Ether Crown |
| 4. Goddess Tincture | 18. Goddess Tincture |
| 5. Spirit Tincture | 19. Armor of Aleph |
| 6. Thief's Thoughts | 20. Extreme Guard |
| 7. 2nd Oracle | 21. Noble Elixir |
| 8. Guard Potion | 22. Great Spear |
| 9. Goddess Tincture | "Dinosaur" |
| 10. Mithril Helm | |
| 11. Dainslef | |
| 12. Noble Elixir | |
| 13. Syphan Robe | |
| 14. Extreme Guard | |

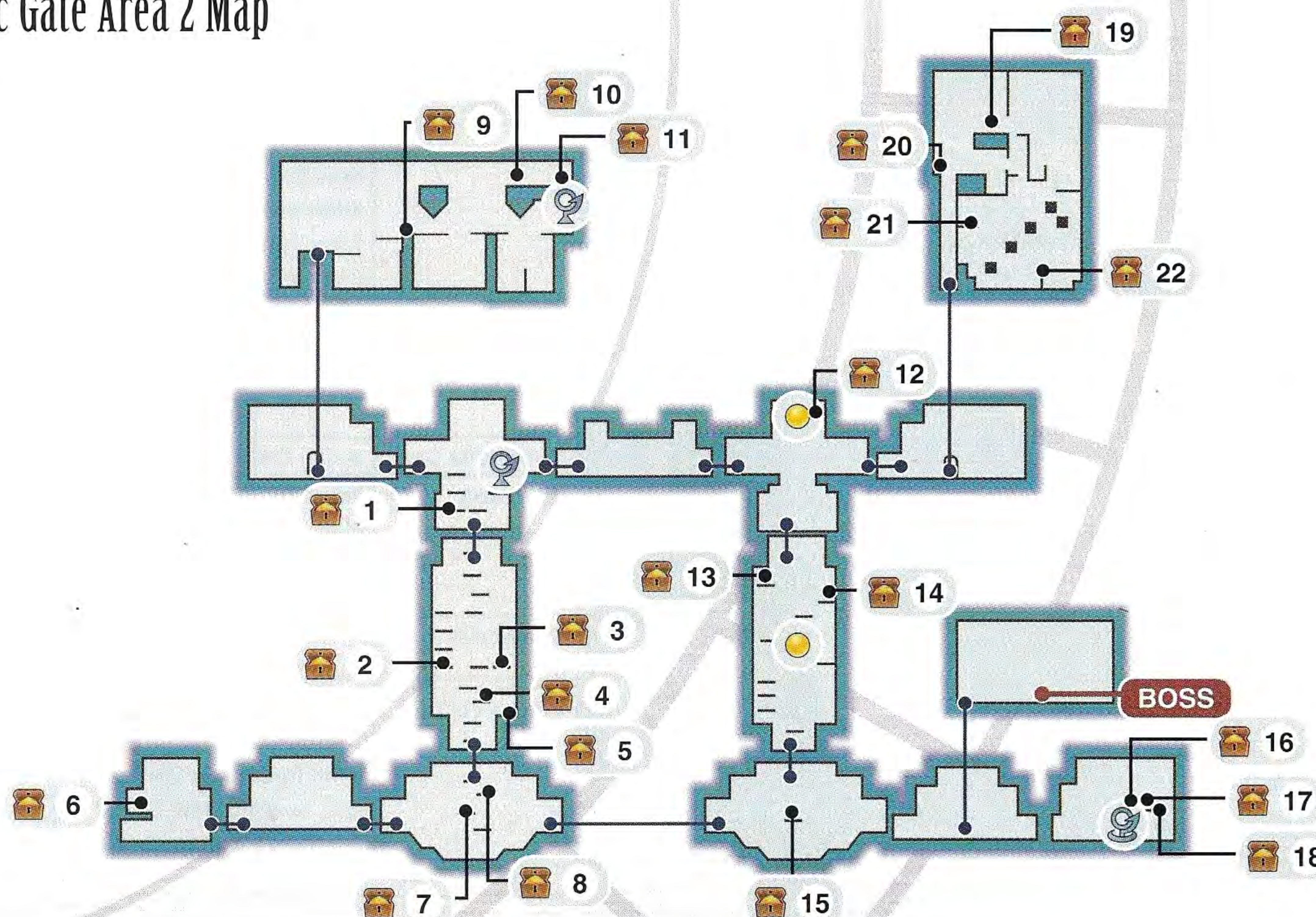
Sealstones

Name	Cost	Effect
Yggdrasil Blessing	4000	All Status Up
Transvestal Law	150	Gender Switch
Festive Light Blessing	500	Reflect Photons +20

Enemies

Enemy Name	Items	Leader Item
Stray Gods (Pure)	Busted Sword	Foolproof Trinket
Walla Walla	Crimson Wasp (main force), Tuning Wing (task force)	Elixir
Fish & Chips	Green Bubble Core (head, torso), Narwhal Tooth (Nose), Seafood (tail)	Ice Gem
Hammer Beetle	Insect Blade (torso), Armored Beetle Shell (front leg), Banshee Scales (tail horn)	Fireproof Talisman
Type 22 Demon	Stone Cutting Scissors (arm, scissors), Prism Crystal (head horn), Chaos Force (light part after head horn is crushed), Gremlin Core (main body nucleus), Seafood (leg), Axe Crust (tail)	Spirit Tincture
Cosmic Visitor	Rainbow Scales (head, torso, tail), Fairy-in-the-Box (belt)	Aspect Stone
Veil Kraken	Demon's Right Arm (mid tentacles), Bonafide Bone (both tentacles), Bullets of Evil (rear snake head), Seafood (rear center snake head), Tentacles (low leg?), Seafood (head upper part)	Iceproof Talisman
Damp Clayman	Incense (right tentacle tip), Bonafide Bone (left tentacle tip), Thick Bone (right tentacle base), Mace Head (left tentacle base), Green Bubble Core (torso), Eyeball (head)	Lightningproof Talisman
Heimdall	Demon Sword "Nefarious" (crushing)	Demon Sword "Nefarious"
Ull in Highsocks	Soothsayer Bow (crushing)	Soothsayer Bow
Round and Sticky	Red petal (flower), Seafood (stalk), Demon's Right Arm (front tentacle right side), Demon's Left Arm (front tentacle left side), Bone Mace (both tentacles), Emerald Heart Core (torso)	-
Dog Lezard	Tome of Alchemy (book), Iron Ore (vine), Beast Pelt	-
Woden	Sylphan Robe (crushing 100%)	Sylphan Robe

Seraphic Gate Area 2 Map



Woden

LV 72/82

HP 480000

/2,880,000



Statistics

Name	Woden	RST	350 / 699
Species	God Magic	Fire	50
Item	Sylphan Robe	Ice	0
ATK	3200 / 11519	Thunder	Absorb
AVD	120 / 239	Earth	20
MAG	3600 / 12959	Holy	80
RDM	280 / 559	Dark	50
HIT	130 / 390		



Seraphic Gate Area 3: All You Need to Know

Treasures

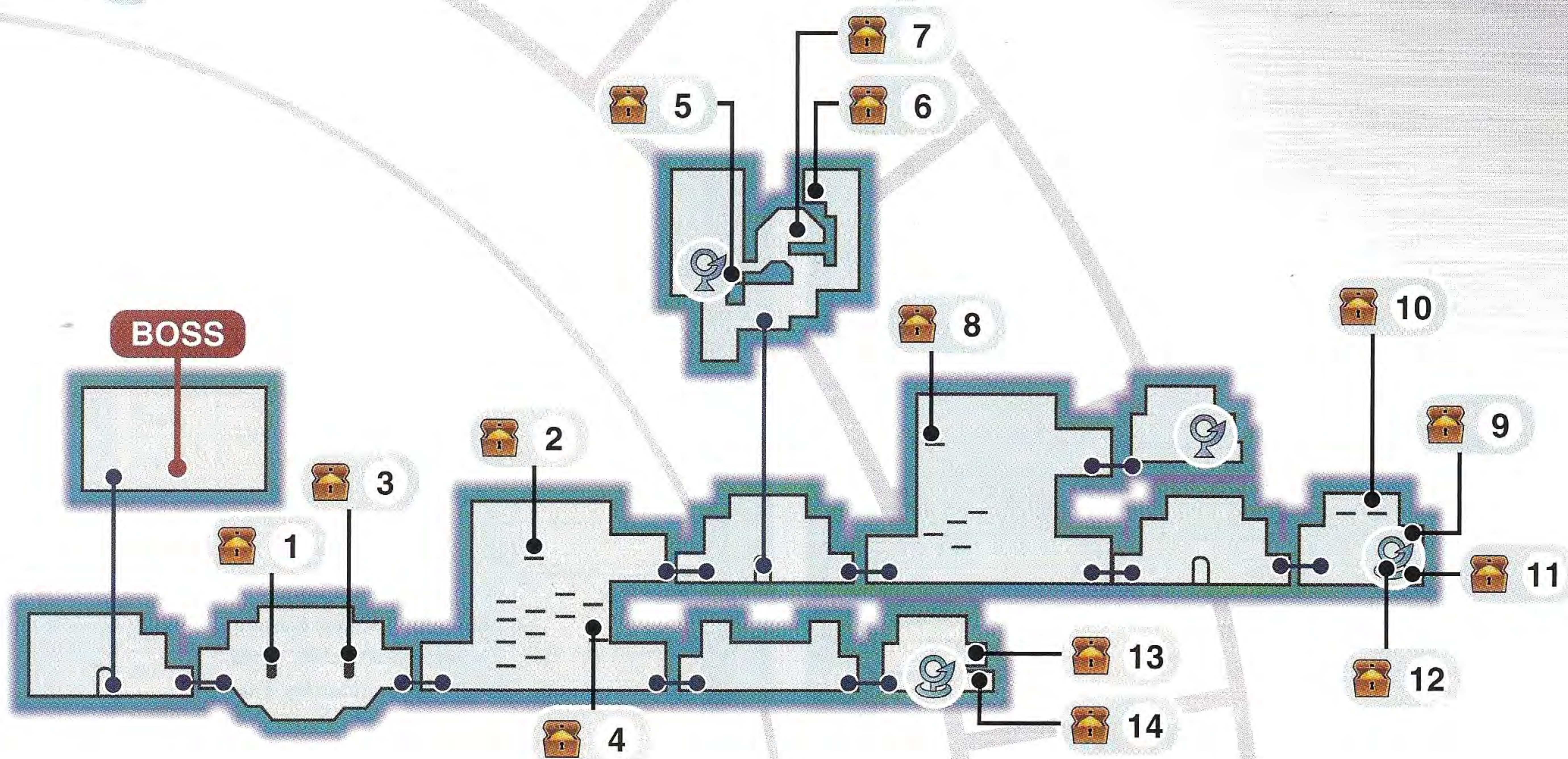
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|------------------------|-----------------------|
| 1. Second Ruin | 10. Ether Helm |
| 2. 3rd Oracle | 11. Union Plume |
| 3. Warrior's Wits | 12. Shadow Crystal |
| 4. Spirit Tincture | 13. Archer's Aptitude |
| 5. Overdrive | 14. Prime Elixir |
| 6. Infinite Admiration | |
| 7. Horoscope Tablet | |
| 8. 4th Oracle | |
| 9. Sky High Edge | |

Sealstones

Name	Cost	Effect
Rust Wrath	4000	ATK 3/4 RDM 1/2
Trade Law	800	Switch Stone Effects

Enemies

Enemy Name	Items	Leader Item
Thunderbird	Great Eagle Heart (right side), Thor's Rage (left side), Seal Windswept Tailfeather (tail), Raptor's Talon (wing)	Lightningproof Talisman
Wild Dog Horn	Flame Breath (torso), Beast Pelt (leg), Sabertooth (head), Beast Flesh (tail)	
Sagittarius	Broken Bow (weapon), Warped Front Teeth (head), Warped Horn (horn), Sylphide's Arrowhead (left arm), Protection Shade (upper body), Eternal Silver (torso), Orichalcum (lower body), Vortex Crest (right arm)	Tome of Godspeed
Reject No. 666		Sage's Arcanum
Homunculus Copy	Mithril Crown (crushing)	Mithril Crown
Insect King	Insect King Wing (lower wing), Platinum Eye (head), Insect Blade (lower arm), Lancer Needle (tail tip)	Earthproof Talisman
Homunculus Hrist	Mithril Greaves (crushing)	Mithril Greaves
Sunspot Visitor	Solar Jewel (head), Flare Ore (right arm, Lava right arm), Pyrotechnic Ore (left arm, Lava left arm), Flare Ore (torso), Adamantite (both legs)	Sage's Arcanum
Sunspot Visitor (Lava Form)		Prime Elixir
Obsessed Ex	Crystal Lenneth (both hands), Metallic Lenneth (both legs), Amber Lenneth (cape), Full-color Lenneth (near head or chest), Gungnir (crushing 100%)	Gungnir



Obsessed Ex

LV 80/90

HP 540000/3,240,000



Statistics

Name	Obsessed Ex
Species	Magic
Item	Gungnir
ATK	2600 / 9359
AVD	130 / 259
MAG	4200 / 15119
RDM	260 / 519
HIT	110 / 330
RST	400 / 799

Fire	80
Ice	50
Thunder	50
Earth	20
Holy	0
Dark	80

Seraphic Gate Area 4: All You Need to Know

Treasures

- | | |
|----------------------------------|----------------------|
| 1. Prime Elixir | 12. BGM Change |
| 2. Tome of Alchemy | Music Box |
| 3. Advanced Fury
(from enemy) | 13. Mithril Crown |
| 4. Fencer's Familiarity | 14. Blood Rain |
| 5. Double-check | 15. 5th Oracle |
| 6. Goddess Tincture | 16. Holy Crystal |
| 7. Nectar Potion | 17. Dismember Legion |
| 8. Golden Egg | 18. Union Plume |
| 9. 6th Oracle | 19. Bloody Ash |
| 10. Ether Greaves | 20. Golden Egg |
| 11. Mithril Greaves | 21. Rebellious Truth |
| | 22. Floral Garb |

Sealstones

Name	Cost	Effect
Powerless Pigeon Wrath	800	High Jump Cannot Acquire Items

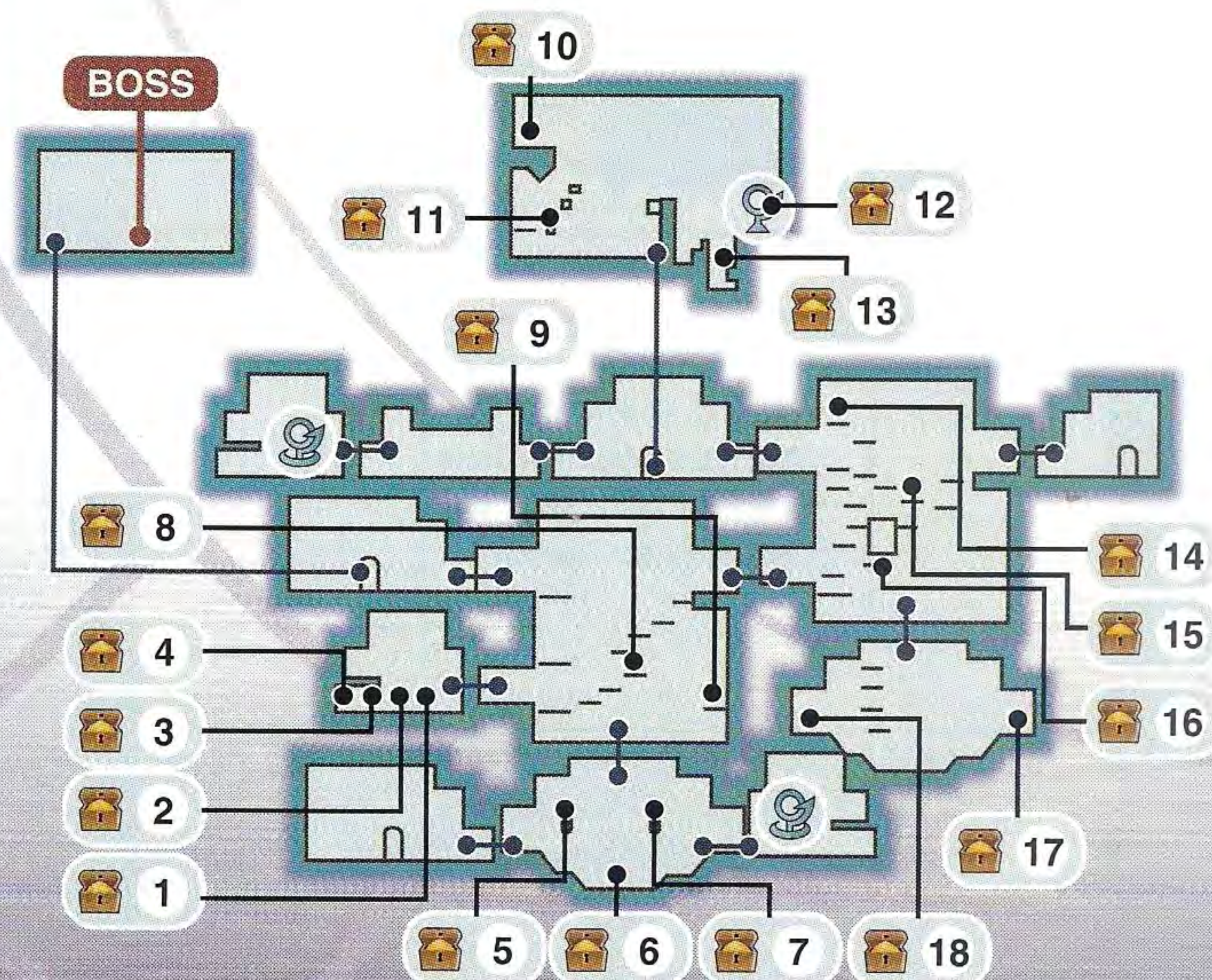
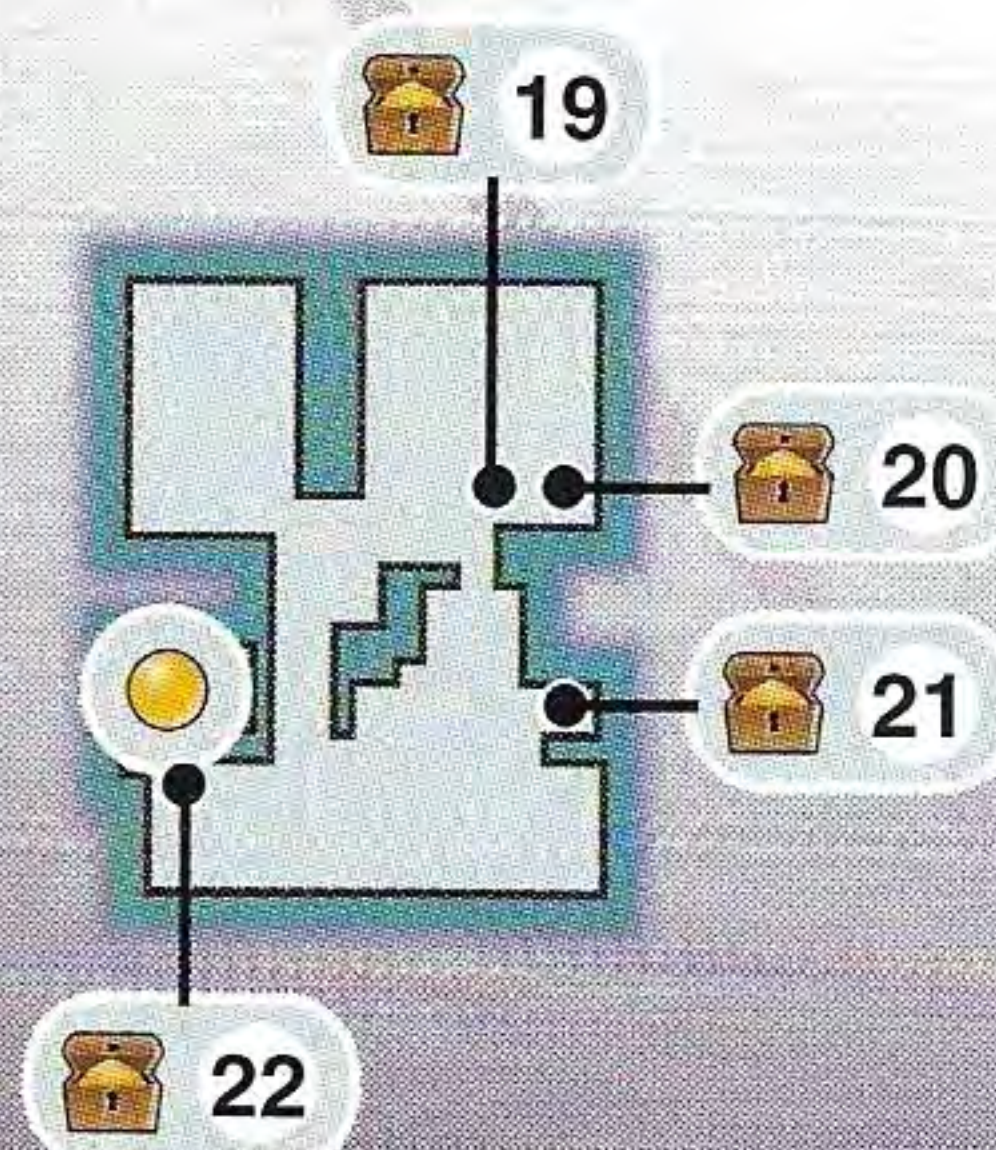
Enemies

Enemy Name	Items	Leader Item
Umbrella	Bat Umbrella (wing), Beast Pelt (torso), Demon Parabola (ear)	Anti-Cold Amulet
Hell Diver	Pure White Feather (horn), Great Eagle Heart (torso), Wing Feather (chest part, lower body), Gryphon Claw (back wing tip), Giant Beast Wing (rear wing base), Deep Green Feather (front wing)	Foolproof Trinket
Lightning Kobold	Busted Hammer (weapon), Orichalcum (vines), Afro Head (head), Thor's Rage (chest), Thunder Coin (torso), Lucky Tail (tail)	Thunder Crystal
Mechanical Major	Chaos Force (head), Screw Key (torso), Worn Shield (1st shield), Damascus Ore (2nd shield), Adamantite (3rd shield), Orichalcum (4, 5th shield)	Guard Potion

Enemies

Enemy Name	Items	Leader Item
Escargone	Metabolizer (mouth, insides), Moon Pearl (front shell), Jet Barrel (belly leg), Armor Piercer (shell), Prime Elixir	Pulverize Amulet
Destiny	Nightshade (flower), White Flower Petal (petal), G Seed (torso)	Union Plume
Backpacker	Goddess Tincture (bond), Dipan Pennant (torso), Armor, Aleph Strain (crushing)	-
Tiamat	Flamebreath (right rear head, left front head, center head), 5-Color Breath Core (left front head, left rear head), True Dragon Liver (neck base), 5 Color Scales (torso, tail), Sword, Tyrting (crushing)	Sword, Tyrting
Black Pain	Mithril Helm (crushing), Zombie Dragon Bone (head), Dragon Rib (neck base), Black Dragon Scales (back leg, tail), Dragon Meat Miso (torso), Silver Fly (front leg), Magic Dragon innards, Arcan Shell (wing)	Mithril Helm
Arectaris Returned	Crystal Mask (head), Beauty's Ball (both rear tentacles), Beauty's Flame (both tentacles), Divine Bow, Sylvan Bow (crushing)	Divine Bow, Sylvan Bow
Hamster	Ham Star (crushing 100%)	Goddess Tincture
Hammy	Sunflower Seed (crushing 100%)	Goddess Tincture
Frigga	Star Guard (crushing 100%)	Star Guard

Seraphic Gate Area 4 Map



Frigga

LV 85/95

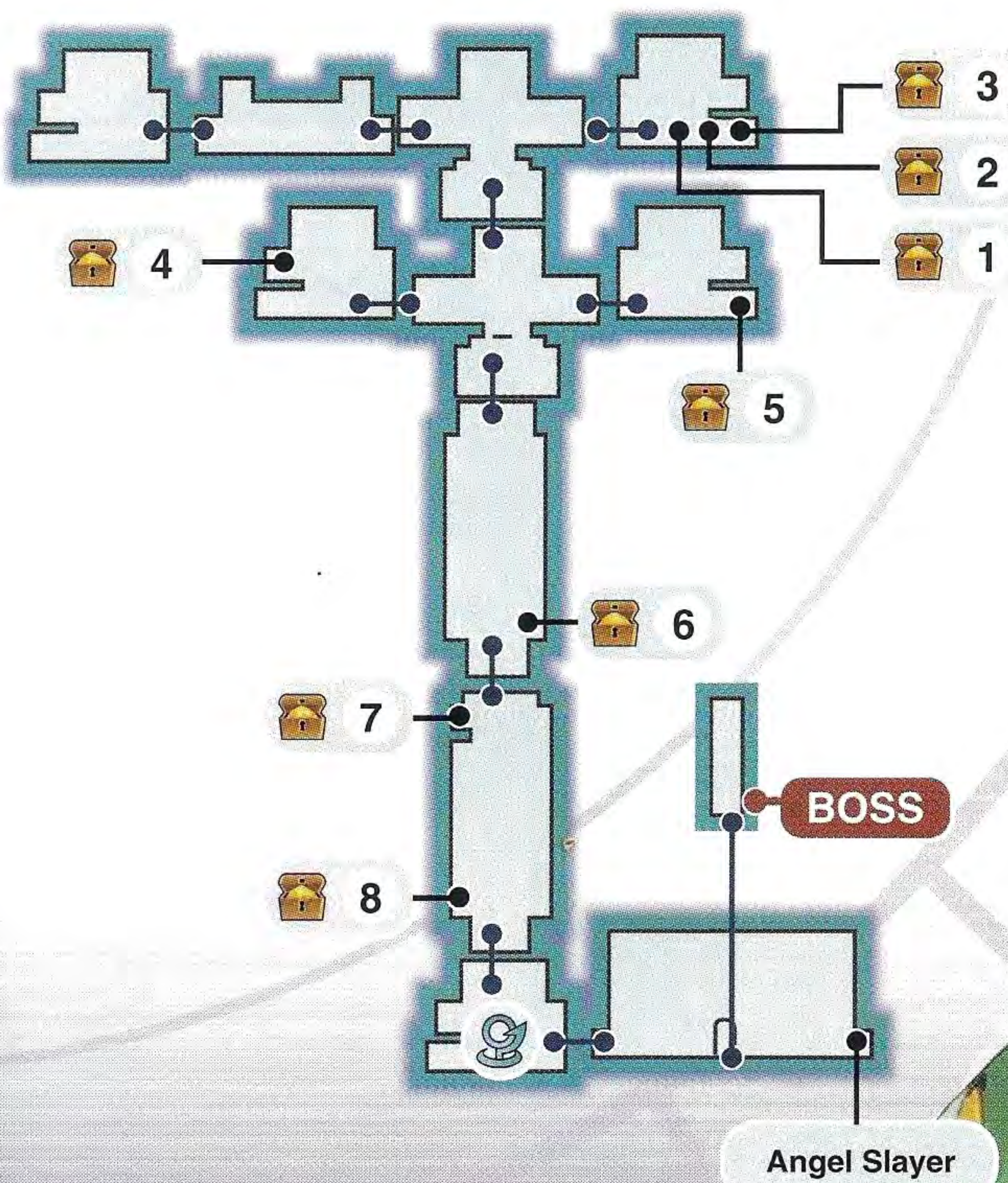
HP 1,020,000 / 6,120,000



Statistics

Name	Frigga	RST	350 / 699
Species	God	Fire	20
Item	Star Guard	Ice	20
ATK	5000 / 17999	Thunder	20
AVD	200 / 399	Earth	20
MAG	5000 / 17999	Holy	80
RDM	420 / 839	Dark	0
HIT	220 / 660		

Seraphic Gate Area 5 Map



Seraphic Gate Area 5: All You Need to Know

Treasures

- | | |
|---------------------------------|---------------------|
| 1. Goddess Tincture | 5. 7th Oracle |
| 2. 8th Oracle | 6. Goddess Tincture |
| 3. Demon Sword
"Levantine" | 7. Code Break |
| 4. Buster Shoot (from
enemy) | 8. 9th Oracle |

Enemies

Enemy Name	Items	Leader Item
Slop	Jade Cartilage (head), Evil Eye Gem, Attack Claws (both arms), Bonafide Bone (both fillet), Soul Heart (tail)	Spirit Tincture
Ghost in the Mirror	Dutch Silverwork (mirror), Silver Frame Chasuble (mirror), Lake Surface Mirror (mirror), Red Soul Flame (dead spirit)	Nectar Potion
Mystical Saurian	Killer Demon Eye (head), Cumsheen Scale (both wing), Black Dragon Liver (torso)	-
Upper Saurian	Killer Demon Eye (head), Cumsheen Scale (both wing), Black Dragon Liver (torso)	-
Lower Saurian	Cumsheen Scale (torso), Homing Scale (front leg), Black Dragon Scales (back leg), 5 Color Scales (tail)	-
Walther	Ether Crown (crushing)	-
Gyne	Ether Crown (crushing)	-
Sword Master	Deep Doom (right upper weapon), Thor's Rage (right below weapon), Yumil's Tears (left up weapon), Solar Jewel (left below weapon), Busted Greatsword (left upper arm), Busted Sword	-
Bahamut	Demon Dragon Great Horn (horn), Killer Demon Eye (head), Size Claw (both arms), Black Shell (both legs), Dragon Wing Bone (wing), Shiningbreath Core (upper body), Black Dragon Scales (lower body), Dragon God Scale (tail base), Black Dragon Scales (tail tip), Armor, Infinite Admiration (crushing)	Armor, Infinite Admiration
Ethereal Queen	Spear, Dinosaur (weapon), tri-Emblem (pit), tri-Emblem (after crushing), Holy Wand, Milliontera (crushing 100%)	Holy Wand, Milliontera



Ethereal Queen

LV 85/95

HP 1,200,000

17,200,000



Statistics

Name	Ethereal Queen	RST	800 / 1599
Species	God	Fire	75
Item	Holy Wand of Telos	Ice	75
ATK	6000 / 21599	Thunder	75
AVD	230 / 459	Earth	75
MAG	10000 / 35999	Holy	50
RDM	500 / 999	Dark	50
HIT	220 / 660		

Demishadow

LV 50/60

HP 550,000

13,300,000



Statistics

Name	Demishadow	RST	500 / 999
Species	Magic	Fire	50
Item	Foolproof Talisman	Ice	25
ATK	2300 / 10439	Thunder	50
AVD	128 / 255	Earth	4
MAG	5000 / 21599	Holy	0
RDM	200 / 399	Dark	100
HIT	128 / 255		

Getting Serious

Once you've finished off the Ethereal Queen, head back to Dirna Hamilton. Speak to her to initiate a challenge. Once you defeat her, you've finally completed the Seraphic Gate.

Determined Dirna

LV 99/99

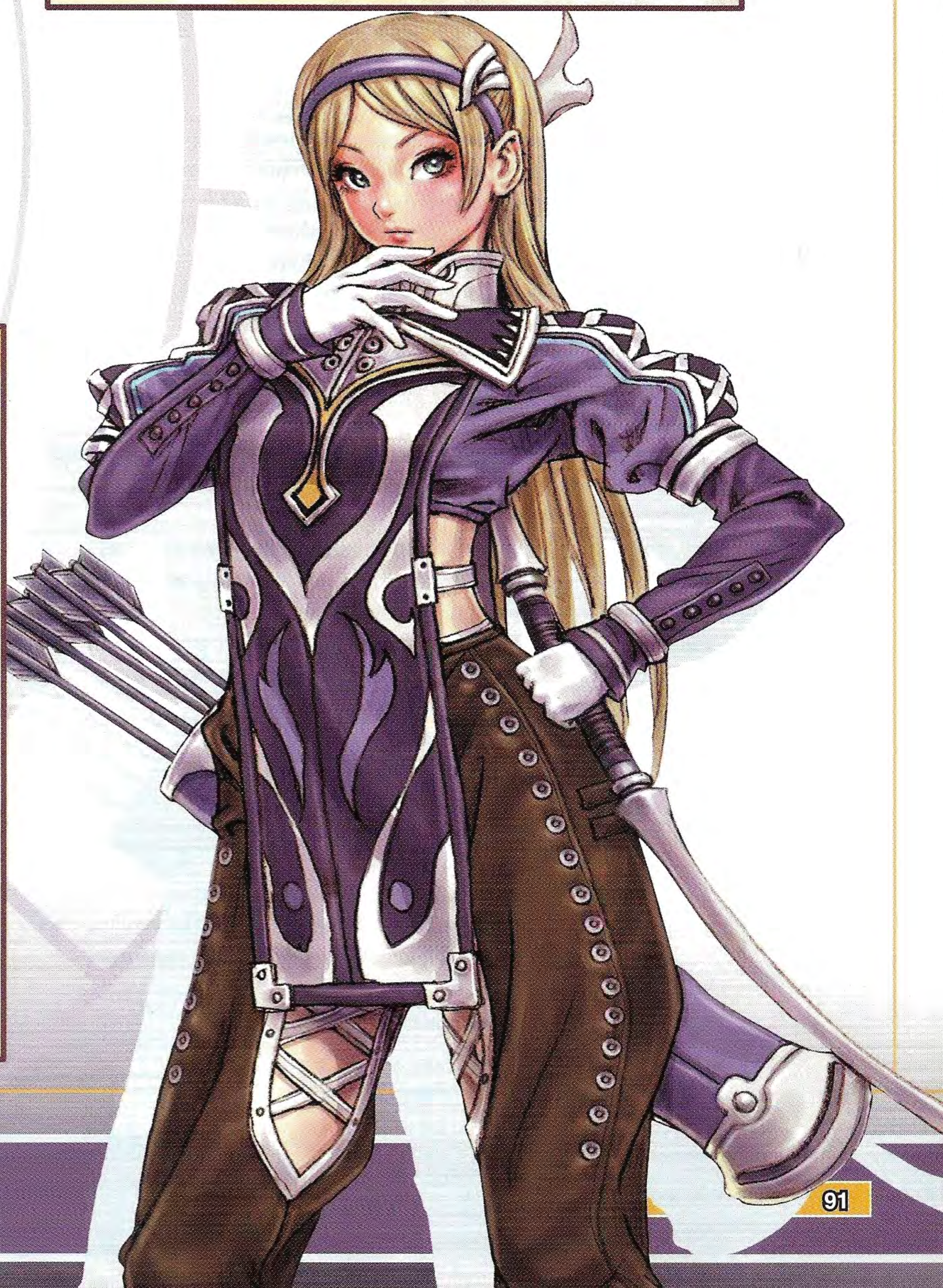
HP 1,440,000

18,640,000



Statistics

Name	Determined Dirna	RST	1000 / 1999
Species	Magic	Fire	Absorb
Item	Noble Elixir	Ice	0
ATK	5800 / 20879	Thunder	100
AVD	255 / 765	Earth	50
MAG	12000 / 43199	Holy	50
RDM	400 / 799	Dark	50
HIT	255 / 765		



Divine Armory

Equipment

Weaponry

There are many types of weapons in the world of *Valkyrie Profile 2: Silmeria*. Carefully choosing the proper weapon to deal with your opponents is important, but the decision is not especially difficult.

Weapons have a basic attack power rating, which determines their base damage. More importantly, they also have a variable number of attacks (from zero to three) and possibly an elemental property or a Slayer ability. Slayer abilities can be useful against certain enemies; check the enemy resistances chart in Chapter 6. Some weapons can trigger Soul Crushes. This last part can be very important, as by the mid-game, a significant chunk of your damage can come from three- or four-part chained Soul Crushes.

Some weapons also have a few other special properties, perhaps a small bonus to HIT or RST, as noted in their descriptions.

Note that entire classes of weapons share the same color for runes: red for light warrior swords, blue for heavy warrior swords, and so on. You can acquire some 'weapon' runes on accessories a bit later in the game. This makes it possible for various Einherjar classes to complete rune abilities that require runes for weapons they normally cannot use.

When picking out your weapons, consider the number of attacks against their attack power, as well as their element or special effects, if any. A lower number of attacks may hurt your ability to form large combos to Soul Crush, juggle enemies for Crystals, and break off enemy parts. However, some weapons with fewer than three attacks have substantially higher attack power and special powers. These can be very useful as 'capper' Soul Crush tools, using the accumulated combo gauge to inflict massive damage with the final strike.



Rune	The type of Rune granted by the weapon.
ATK	The Attack power of the weapon.
MAG	For Staves, the Magic power added to spell attacks.
RST	For Staves, the RST added from the staff.
Number	The number of attacks. This ranges from zero to three attacks.
Price	How much the item costs (if it can be purchased).
Element	The Weapon's elemental type, if any.
Special Attack	If the weapon allows Soul Crushes/Great Magic, it has a check here.
Effect	Any special properties of the weapon are noted here.
Acquired	Where to find the weapon—some come from shops, or can be created in shops with monster materials. Others can be acquired from certain enemies.



Swords, Red Rune

Rune	Name	ATK	Number	Price	Element	Special Attack	Effect	Acquired By
Slashing	Long Sword	6	2	500				Store: Solde
Slashing	Crest Estoc	8	3			✓	HIT5, Increases Combo Gauge by 1.5	Treasure: Dipan Castle
Slashing	Shamshir	10	3	3500				Treasure: Royal Underground Path, Store: Solde/Coriander Village
Slashing	Rapier	12	2	2200			HIT5	Store: Dipan Castle Town
Slashing	Viking Sword	15	2					Drop: Lizardman
Slashing	Karsnaut	16	2		Holy		RST5, Ghost Buster	Enemy: Crust Golem (Serdberg Mountain Ruins)
Slashing	Falchion	18	3	200				Create: Coriander Village Treasure: Serdberg Mountain Ruins
Slashing	Hildr's Sword	25	1		Holy	✓	HIT5	Found: During Dipan Castle Escape Event
Slashing	Walloon Sword	25	3	7000		✓	HIT5, AVD10	Store: Villnore
Slashing	Sabertooth Saber	30	3				Beast Bludgeon	Create: Villnore
Slashing	Pallasch	30	3					Treasure: Surts Volcano Cavern
Slashing	Frostbane	32	2	15000	Ice		MAG15	Store: Kalstad
Slashing	Sinclair Saber	38	3	20000				Store: Crell Monferaigne
Slashing	Lightning Edge	40	2	30000	Lightning	✓	RST5	Store: Crell Monferaigne
Slashing	Ice Sword	52	3	40000	Ice		HIT10	Store: Crell Monferaigne
Slashing	Harpe	55	2				Descaling Might	Drop: Berserker (Chateau Obsession)
Slashing	Spider Fighter	58	2				Bug Swatter	Treasure: Surts Volcano Cavern
Slashing	Flare Baselard	65	3		Fire	✓	MAG50	Treasure: Dragon Temple
Slashing	Runeslayer	90	2				RST20, Magician Slayer	Create: Crell Monferaigne
Slashing	Holy Sword	95	3	70000	Holy	✓	MAG30	Store: Dipan Castle (2nd Time)
Slashing	Lotus Slicer	110	2	65000			Weed Whacker	Store: Solde
Slashing	Sun Shower	130	2	76000			MAG20, Attacks hit twice	Create: Solde
Slashing	Sword of Silvans	150	3		Holy	✓	MAG20, Paralyze enemies	Treasure: Yggdrasil
Slashing	Arondight	170	2	120000			Increased damage against females	Create: Crell Monferaigne, Treasure: Forest of Spirits
Slashing	Slashing Sword "Farewell"	210	3			✓	HIT30, Soul Crush Damage + 30%	When Leone leaves the party at LV35 or higher
Slashing	Ascalon	220	1				Always Critical	Drop: Red Dragon
Slashing	Gram	240	3		Darkness	✓		Treasure: Palace of the Venerated Dragon
Slashing	Vampire Sword	275	3				RDM-20/RST-20, Has set chance of converting damage to HP	Drop: Vampire Lord
Slashing	Moonfalx	280	2	700000	Holy	✓	RST10	Create: Villnore
Slashing	Glance Reviver	350	3					Lenneth's Initial Equipment
Slashing	Helgi's Sword	380	2				100% Confusion Resistance, 10% chance of Confusing enemy	Drop: Maelstrom
Slashing	Randgrid's Blade	450	3			✓	HIT10	Valkyrie's Initial Equipment
Slashing	Valkyrie Favor	500	3			✓	HIT50/ATK+5%	When Leone leaves the party at LV40 or higher
Slashing	Demon Sword "Levantine"	500	3		Fire	✓	MAG1000, Lowers HP but raises parameters	Treasure: Seraphic Gate
Slashing	Dainslef	750	2		Holy	✓		Treasure: Seraphic Gate
Slashing	Angel Slayer	10000	2			✓	MAG10000, Damage varies widely, Doubles against Divine enemies, Can be equipped by any character, regardless of weapon-class	Treasure: Seraphic Gate 10th Round, Bottom Floor

Broadswords, Blue Rune

Rune	Name	ATK	Number	Price	Element	Special Attack	Effect	Acquired
Slashing	Bastard Sword	8	2	1000				Store: Solde
Slashing	Two-Handed Sword	14	2	2500				Store: Solde, Dipan Castle Town
Slashing	Striking Sword	25	1	4500				Store: Coriander Village
Slashing	Screp	30	2	5000				Store: Villnore, Treasure: Ancient Forest
Slashing	Elemental Edge	32	2	6000		✓	Soul Crush Damage + 30%	Create: Villnore
Slashing	Claymore	42	2					Treasure: Chateau Obsession
Slashing	Dragon Slayer	80	2			✓	Dragon Slayer	Drop: Dragon (Tail) (Chateau Obsession)
Slashing	Hrunting	85	3					Drop: Muscular Stalker, Store: Crell Monferaigne
Slashing	Vainslayer	95	3		Darkness			
Slashing	Flamberge	100	1		Fire	✓	May inflict Frailty on enemy	Drop: Evolver, Adonis' Initial Equipment
Slashing	Zweihander	100	2	30000			HIT10/RDM-10, Giant Killer	Create: Crell Monferaigne
Slashing	Grand Sting	120	2	115000	Lightning	✓		Drop: Arnggrim, Create: Crell Monferaigne
Slashing	Kraadicator	130	2				HIT20/RST10	Release: Kraad
Slashing	Caliburn	180	2			✓	May inflict Doom on enemy	Drop: Divine Slave
Slashing	Improved Dragon Slayer	200	3			✓	Dragon Slayer	When Arnggrim leaves your party at LV35 or higher.
Slashing	Arectaris	220	3			✓		Store: Asgard, Arnggrim's Initial Equipment (Upon return)
Slashing	Durandal	240	3	200000		✓		
Slashing	Hauteclaire	250	2		Lightning	✓	Soul Crush Damage + 30%	Examine the body on top of the execution platform in Dipan Castle in Chapter 6.
Slashing	Undead Sword	260	2			✓	Has set chance of converting damage to HP	When Dylan leaves your party at LV40 or higher
Slashing	Gjallarhorn	280	1			✓		Drop: Heimdual!
Slashing	Ignite Sword	300	2	1000000	Fire	✓	RDM-20, Soul Crush Damage + 30%	Create: Kalstad, Coriander Village
Slashing	Claiohm Solais	350	2			✓		Treasure: Tower of Lezard Valeth
Slashing	Bahamut Tear	600	3			✓	Dragon Slayer	When Arnggrim leaves your party at LV40 or higher.
Slashing	Demon Sword "Nefarious"	700	3		Ice	✓		Drop: Heimdual! (Seraphic Gate)
Slashing	Sword of the Meek	850	2			✓		When Dylan leaves your party at LV45 or higher
Slashing	Tyrfing	2200	1	2000	Earth	✓	RDM-500/RST-200	Drop: Tiamat

Bows, Red Rune

Rune	Name	ATK/HIT	Number	Price	Element	Special Attack	Effect	Acquired
Piercing	Sylvan Bow	0/-	3				RDM100.RST100, Attack Damage will be equal to the LVx20	Drop: Arectaris Returned (Seraphic Gate 4th Floor)
Piercing	Short Bow	6/2	2	400				Store: Solde
Piercing	Crossbow	11/10	2	2000				Store: Solde, Dipan Castle Town
Piercing	Long Bow	17	3	4000				Store: Coriander Village, Villnore
Piercing	Gandeeva	24				✓		Treasure: Serdberg Mountain Ruins
Piercing	Heavy Crossbow	24/10						Drop: Goat Man (Weapon)
Piercing	Supreme Crossbow	32/10	3	5500	Holy	✓		Create: Villnore
Piercing	Strength Bow	34/-10	2					Sha-kon's Initial Equipment
Piercing	Composite Longbow	50/-5	3	17000				Store: Kalstad, Crell Monferaigne
Piercing	Doublecross	95/10	2			✓	Attacks hit twice	Drop: Ull
Piercing	Arbalest	96/-10	2					Treasure: Dragonscrypt
Piercing	Greenery Slayer	110	2	25000			RST-10, Weed Whacker	Create: Crell Monferaigne
Piercing	Serstine-lock-gun	110				✓		Drop: Giant Crow
Piercing	Mage Slayer	125/-10	2	50000		✓	RST20, Magician Slayer	Create: Crell Monferaigne
Piercing	Elvenbow	130/20	3			✓	RST10	Treasure: Forest of Spirits
Piercing	Blue Gale	180/100	3				Always Critical	Store: Asgard
Piercing	Shiny Rupture	200/80	3	100000	Earth	✓	MAG80	Create: Crell Monferaigne
Piercing	Misteltein	250/-	2			✓	MAG100	Treasure: Valhalla Palace
Piercing	Soulslayer	270/70	2	900000		✓	Drains HP	Create: Crell Monferaigne
Piercing	Tathlum	280/-	3				Demon Destroyer	Drop: Baphomet
Piercing	Crescent Arrow	300				✓	RST10	Silmeria's Initial Equipment
Piercing	Elhanan's Fingertips	300/-	3			✓	Giant Killer	Treasure: Tower of Lezard Valeth
Piercing	Wild Chalice	340/-	1			✓	Unholy Purifier	Drop: Pyrohydra
Piercing	Soothsayer Bow	620/-	3			✓		Drop: Ull (Seraphic Gate)

Staffs, Blue Rune

Rune	Name	MAG	RDM	RST	Price	Special Attack	Effect	Acquired
Bludgeon	Ruby Mace	8	0	1	600			Store: Dipan Castle Town
Bludgeon	Crystal Wand	15	0	2	2500			Store: Villnore
Bludgeon	Mystic Cult Staff	22	0	3				Khanon's Initial Equipment, Drop: Deep One
Bludgeon	Infinity Rod	35	2	4	18000	✓		Store: Kalstad, Crell Monferaigne
Bludgeon	Lotus Wand	42	1	3				Drop: Greater Demon, Store: Crell Monferaigne
Bludgeon	Mithril Wand	55	-10	10	20000	✓		Create: Crell Monferaigne
Bludgeon	Alchemy Wand	60	2	5				Drop: Phantom Lurker
Bludgeon	Holy Rod	70	12	15	83000	✓		Create: Coriander Village
Bludgeon	Dragonlore	80	4	10				Treasure: Dragon Temple
Bludgeon	Deluge Scepter	110	5	12				Drop: Gyne
Bludgeon	Unicorn's Horn	180	8	15		✓		Treasure: Yggdrasil
Bludgeon	Ether Scepter	250	15	30		✓		Treasure: Valhalla Palace
Bludgeon	Caduceus	340	10	20		✓		Drop: Type 44 Demon
Bludgeon	Oreichalkos Staff	360	10	30		✓		Create: Asgard
Bludgeon	Monster Manifesto	800	10	30		✓	Lezard Only	Equipped by Lezard upon rejoining
Bludgeon	Wand of Apocalypse	1000	20	40		✓		Drop: Gabriel Celeste
Bludgeon	Holy Wand of Telos	1800	30	80		✓	All Elements -100%	Drop: Ethereal Queen

Spears, Green Rune

Rune	Name	ATK	Number	Price	Element	Special Attack	Effect	Acquired
Piercing	Saint's Halberd	160	3		Holy	✓	RST20	Hrist's Initial Equipment
Piercing	Spear "Basilisk"	340	2	700000		✓	HIT50/RDM-10, Has chance of Stoning enemies	Create: Coriander Village
Piercing	Lunar Bardiche	350	2			✓	MAG50	Treasure: Tower of Lezard Valeth
Piercing	Great Spear "Dinosaur"	750	2				RDM20, Descaling Might	Treasure: Seraphic Gate
Piercing	Gungnir	1000	3		Lightning	✓	MAG1200/HIT100	Drop: Obsessed Ex

Knuckles, Green Rune

Rune	Name	ATK	Number	Price	Element	Special Attack	Effect	Acquired
Melee	Bloody Knuckle	150	3			✓	May transform inflicted damage into HP	Brahms' Initial Equipment
Melee	Bloody Nails	320	3			✓	May transform inflicted damage into HP	Treasure: Tower of Lezard Valeth
Melee	Bloody Claw	340	3	600000		✓	RDM-10/RST10, chance of Draining HP	Create: Crell Monferaigne
Melee	Bloody Duster	600	3			✓	May transform inflicted damage into HP	Treasure: Seraphic Gate 2nd Floor
Melee	Bloody Murder	1350	3			✓	May transform inflicted damage into HP	Treasure: Seraphic Gate 4th Floor

Special

Rune	Name	ATK	Number	Price	Element	Special Attack	Effect	Acquired
Melee	Ether Laser	1400	3				HIT50, Giant Killer	

Armor

Other than equipping specific-colored armor to form various Runewords, most armor decisions are even simpler than weaponry choices. Take the highest RDM you possibly can, unless you are in an area with a large number of magical attackers, in which case use armor with RST bonuses. In the case of special effects, it's frequently worth wearing armor with special properties if the RDM is in the same ballpark as a slightly stronger piece that has no special bonus.

Naturally, if the armor has special effects that can be stacked and added up with skills or other equipment, use it!

Rune	The type of Rune (and its color) granted by the armor.
RDM	The physical damage resistance granted by the armor.
RST	The magical damage resistance granted by the armor.
Price	How much the item costs (if it can be purchased).
Resistance	Any Elemental resistances granted by the armor.
Effect	Any special properties of the armor are noted here.
Acquired	Where to find the armor—some come from shops, or can be created in shops with monster materials. Others can be acquired from certain enemies.

Helmets

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Head	Sallet	1		160			Store: Solde
Blue Head	Silver Sallet	2	2	160			Store: Dipan Castle Town, Drop: Kobold
Blue Head	Iron Helm	5		4500			Store: Villnore, Drop: Troll
Red Head	Duel Helm	8		7000			Store: Kalstad
Blue Head	Crystal Helm	10	5	8000			Store: Villnore
Red Head	Phylactic Helm	10	25	9000			Create: Crell Monferaigne
Red Head	Silver Helm	12	5		Darkness-10%		Treasure: Crawsus Forest Ruins
Red Head	Valor Helm	15		35000	Darkness-20%		Store: Dipan Castle Town
Red Head	Golem Headwear	18				HIT-20	Drop: Iron Golem
Green Head	Valiant Helm	20					Brahms' Initial Equipment, Hrist's Initial Equipment
Green Head	Rune Helm	30		800000	Silent+30%	MAG30	Create: Villnore
Green Head	Mithril Helm	50					Lenneth and Valkyrie's Initial Equipment, Black Pain (Direct Assault)
Green Head	Ether Helm	100					Treasure: Seraphic Gate

Crowns

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Head	Metal Crown	3		2500		MAG3	Store: Coriander Village
Blue Head	Olive Crown	4		4500	Curse+50%	MAG8	Store: Kalstad
Red Head	Anointed Crown	6		5000		MAG10	Store: Crell Monferaigne
Red Head	Magician Hat	8				MAG12	Drop: Kobold King
Red Head	Tiara of the Holy Empress	15		5000	Holy+50%, Frailty+100%		Create: Villnore
Red Head	Empress Coronet	10				MAG15	Drop: Hrist
Green Head	Rune Crown	15		25000	Silence+30%	MAG20	Create: Coriander Village, Silmeria's Initial Equipment
Blue Head	Supreme Crown	20				MAG40	Treasure: Tower of Lezard Valeth
Red Head	Mithril Crown	40				MAG80	Drop: (Seraphic Gate)
Green Head	Ether Crown	80				MAG120	Treasure: Seraphic Gate, Drop: Gyne (Seraphic Gate 5th Floor)

Armor

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Body	Leather Mail	4		240	Lightning+20%		Store: Solde, Dipan Castle Town
Blue Body	Chainmail	6		1200			Store: Dipan Castle Town
Blue Body	Cuirass	9		3000			Store: Coriander Village
Blue Body	Crystal Chainmail	15	5	4000	Paralysis+50%	AVD20	Store: Villnore
Blue Body	Silver Cuirass	20		4500	Lightning-20%/Earth+50%		Create: Villnore
Red Body	Flame Armor	28			Fire+50%/Ice-50%/Frozen+100%	AVD-10	Drop: Skeletal Soldier
Red Body	Duel Armor	30		9000			Store: Kalstad
Blue Body	Silver Scales	40			Lightning-20%/Earth+50%	HIT10/ADV10	Treasure: Chateau Obsession
Green Body	Kraadmail	52	10			AVD10	Released: Circe
Red Body	Silver Mail	55	10	16000	Lightning-20%/Earth+20%		Store: Crell Monferaigne
Red Body	Icicle Plate	60	5	17000	Fire-50%/Ice+50%		Create: Coriander Village
Green Body	Dragon Armor	62					Treasure: Dragon Temple
Green Body	Valor Armor	65			Confusion+50%		Drop: Rotting Demon
Red Body	Full Plate	70			Lightning-20%/Stone+30%	AVD-20	Drop: Aesir (Rescuers), Dimension Monsters
Green Body	Valiant Armor	85			Frailty+50%		Treasure: Yggdrasil, Brahms' Initial Equipment
Green Body	Mithril Plate	90	40		Fire Ice Lightning Earth+20%/Holy+50%		Hrist's Initial Equipment
Green Body	Silver Plate	100	20		Lightning-20%/Earth+20%		Treasure: Valhalla Palace
Green Body	Reflect Armor	120	30		Darkness-20%/Holy+50%		Treasure: Tower of Lezard Valeth, Lenneth's Initial Equipment
Green Body	Armor of Aleph	200	40		Earth+100%/Poison+100%		Treasure: Seraphic Gate
Green Body	Alvitr's Armor	200	80				Valkyrie's Initial Equipment
Green Body	Conquerer's Armor	280	50	800000	All Elements-20%/Doom+80%/Frailty+80%/Transfer+80%	ATK100/MAG100/HIT50/AVD50	Create: Crell Monferaigne
Green Body	Infinite Admiration	500	100				Treasure: Seraphic Gate, Drop: Bahamut

Clothing

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Body	Cloak	2		200			Store: Solde, Dipan Castle Town
Red Body	Alicia's Robe	3			Fire+30%		Alicia's Initial Equipment
Blue Body	Silver Cloak	7	2	3500			Store: Coriander Village
Blue Body	Noble Cloak	10		4500			Store: Villnore
Red Body	Anointed Cloak	18			Curse+50%		Treasure: Torgen Mines
Blue Body	Leather Cloak	22	5	3500	Lightning+50%		Create: Coriander Village
Red Body	Supreme Garb	25	4	9000			Store: Kalstad, Crell Monferaigne, Solde
Green Body	Mirage Robe	32	6		Lightning-20%/Earth+50%/Transfer+100%	AVD20	Treasure: Crawsus Forest Ruins
Green Body	Crystal Garb	50	15		Fire-20%/Ice+50%		Treasure: Palace of the Venerated Dragon, Drop: Walther
Green Body	Elfin Taffeta	55	10	25000	Lightning+20%/Earth+20%		Create: Solde
Red Body	Flame Mist	60	20		All but Fire-100%/Frozen+100%		Treasure: Yggdrasil
Green Body	Fairy Garb	75	30	3500	Fire Ice Lightning Earth+30%/Darkness Holy-30%/Frailty+100%	AVD-5	Only females can equip. Create: Villnore, Silmeria's Initial Equipment
Blue Body	Phoenix Garb	80			Fire+50%/Ice-20%		Drop: Aesir (Commander)
Green Body	Robe of Bryttain	90	40		Darkness-20%/Holy+50%		Reunion: Sha-kon, Treasure: Tower of Lezard Valeth
Green Body	Sylphan Robe	160	80		Darkness-50%/Holy+20%	AVD100	Drop: Odin (Seraphic Gate)
Green Body	Dark Cleric Robes	200	100		Lightning+50%/Holy+50%	AVD50	Lezard Only. Lezard's equipment upon rejoining
Green Body	Floral Garb	350	150		Lightning+50%/Earth-20%	AVD50	Treasure: Seraphic Gate
Green Body	Eternal Shine	450	200		Darkness+50%	AVD100	Freya Only. Freya's Initial Equipment

Armbands

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Green Arm	Miracle Guard	1					Create: Asgard
Blue Arm	Gauntlet	2		800			Store: Dipan Castle Town
Red Arm	Metal Buckler	6				HIT-2/AVD5	Treasure: Serdberg Mountain Ruins
Blue Arm	Duel Guarder	10		7000		HIT-10/AVD-10	Store: Kalstad
Red Arm	Silver Buckler	12	4			HIT-2/AVD5	Treasure: Chateau Obsession
Red Arm	Sacred Guarder	15		3000	Holy+20%, Faint+10%	HIT-5	Create: Villnore
Red Arm	Valor Gauntlet	25					Brahms' Initial Equipment
Green Arm	Holy Gauntlet	40	5	50000			Store: Asgard
Red Arm	Mithril Gauntlet	55	10				Treasure: Hall of Valhalla, Hrist, Lenneth, Valkyrie's Initial Equipment
Green Arm	Ether Shield	75				HIT-20/AVD-20	Treasure: Tower of Lezard Valeth
Red Arm	Thrud's Gauntlet	80			Darkness+20%	HIT30/AVD10	Create: Asgard
Green Arm	Extreme Guard	100				HIT-10/AVD-10	Treasure: Seraphic Gate
Green Arm	Star Guard	200				HIT-10/AVD-10	Drop: Frigga

Gloves

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Arm	Leather Glove	1		200			Store: Solde, Dipan Castle Town
Red Arm	Royal Glove	20		8000		AVD-10	Store: Crell Monferaigne, Solde
Red Arm	Magic Glove	30	20	7000		AVD-15	Create: Villnore
Green Arm	Wind Glove	35		20000		HIT20/AVD20	Create: Crell Monferaigne

Leggings

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Red Leg	Cloth Greaves	2		180			Store: Solde, Dipan Castle Town
Red Leg	Metal Greaves	4	2				Treasure: Serdberg Mountain Ruins
Red Leg	Duel Greaves	8		6500			Store: Kalstad
Red Leg	Knight Greaves	10		5000	AVD5		Store: Crell Monferaigne
Green Leg	Silver Greaves	13					Treasure: Crawsus Forest Ruins
Green Leg	Vein Greaves	15		3000	Earth+10%, Poison+30%		Create: Villnore
Green Leg	Valor Greaves	15					Drop: Holy Order
Blue Leg	Valiant Greaves	25					Brahms, Hrist's Initial Equipment
Blue Leg	Rune Greaves	30		60000	Silence+30%		Create: Solde, Drop: Homunculus Lezard
Blue Leg	Mithril Greaves	50					Lenneth, Valkyrie's Initial Equipment, Treasure: Seraphic Gate
Red Leg	Ether Greaves	100					Treasure: Seraphic Gate 4th Floor

Shoes

Rune	Name	RDM	RST	Price	Resistance	Effect	Acquired By
Blue Leg	Leather Boots	1		160			Store: Solde, Dipan Castle Town
Blue Leg	Suede Boots	3		1000			Store: Coriander Village
Red Leg	Work Boots	8	2	2500			Store: Villnore
Red Leg	Red Boots	8	10			AVD20	Drop: Dryad
Green Leg	Elven Boots	18				AVD20	Silmeria's Initial Equipment
Green Leg	Magic Boots	20	10	40000			Store: Asgard

Accessories

You can use accessories to truly customize your characters for battle. With a huge range of effects (some extremely potent), a well-chosen set of accessories can make battles much easier.

The other consideration with accessories is forming the Runewords necessary to create new skills. Check the end of this chapter for a list of the Runes needed to make each skill.

Accessories possess another special property: by linking together multiple accessories on your character's equipment screen, you can boost the power of each accessory that's the

same color. For example, let's say you're wearing Red head armor, Red body armor, and a Red gauntlet, along with a Red weapon. If you place two Red accessories into the two top accessory slots, they begin to flash, forming a 'link.' In this case, it would be a six-part link: the four pieces of Red armor and the two top Red accessories. Because there are nine places for gear, the maximum size of a link is nine parts.

It's possible to form multicolored links, though colorless accessories never contribute to a link (nor do they help with forming Runewords to create skills).

The benefit to creating links is enhancing a given accessory's numeric effects. At the maximum (nine links), a 4x multiplier is applied to an accessory's effects. This means that an item that normally gives an ATK bonus of 3% instead gives a 12% boost. A 5% accessory becomes a 20% boost, and so on.

Because the multiplier from links loses some efficiency past five links (a 3x multiplier), you may wish to either form links of two colors, or use the extra accessory slots for grey (colorless) accessories. Grey accessories generally have strong (and frequently unique) effects to compensate for their inability to form link multipliers.

Link Multipliers

Links	Link Multiplier
2	1.5
3	2
4	2.5
5	3
6	3.3
7	3.5
8	3.7
9	4

Runes (Blue)

Rune	Name	Price	Effect	Acquired By
Slashing	Dragon's Talon		ATK+3%	Drop: Lower Lizard, Wild Lizard, Dragon
Slashing	Broken Greatsword		Special Attack damage+5%	Drop: Giant Skeleton
Slashing	Blade Claw		Special Attack damage+5%	Drop: Crust Golem, Elven Wolf
Bludgeon	Mace Head		MAG+3%	Drop: Kraken, Green Coral
Bludgeon	Busted Staff		MAG+3%	Drop: Skeletal Soldier
Activation	Raptor's Talon		HIT+3%	Drop: Giant Hawk
Activation	Indigo Plume		MAG+3%	Drop: Owlbear
Activation	Stone Bullet		HIT+3%	Drop: Giant Scarab
Healing	Beetle Shell		RDM+3%	Drop: Bullet Beetle
Healing	Golem Eye		In battle, 40% chance of Negating Poison	Drop: Crust Golem
Healing	Lamb's Horn		In battle, 40% chance of Negating Silence	Drop: Satyr
Healing	Dragon Gallstones		In battle, 40% chance of Negating Poison	Drop: Lizard Lord
Healing	Vision Orb		HIT+5%	Drop: Holy Order
Healing	Antique Pendant		AVD+3%	Treasure: Royal Underground Path
Strengthening	Beetle Horn		In battle, 40% chance of Negating Faint	Drop: Giant Scarab
Strengthening	Ram's Horn	2800	ATK+3%	Drop: Ballistic Rhino
Strengthening	Bone Mace		In battle, 40% of Negating Frailty	Drop: Primordial Ooze, Green Coral
Strengthening	Little Devil Heart		In battle, 40% chance of Negating Confusion	Drop: Goblin
Weakness	Bat Ear		In battle, 40% chance of Negating Faint	Drop: Giant Bat
Weakness	Koboldapult		HIT+3%	Drop: Kobold
Weakness	Insect Stinger		HIT+3%	Drop: Bullet Beetle
Weakness	Eyeball		AVD+3%	Drop: Clay Man
Resistance	Monster Scales		RDM+3%	Drop: Lizard Men (all)
Resistance	Tough Fin		In battle, 40% chance of Negating Stone	Drop: Skull Fish
Training	Dragon Sapphire		Max HP+3%	Drop: Hydra, Dragon
Training	Copper Coin		MAG+5%	Drop: Kobold Knight
Training	Gremlin Core		In battle, 40% chance of Negating Paralysis	Drop: Gigantic Claws
Training	Giant Amber		RST+3%	Drop: Giant Scarab
Training	Augite of Life		Max HP+5%	Drop: Rotting Demon, Holy Order
Training	Celadon Chick	5000	In battle, 40% chance of Negating Poison	Shop: Villnore
Creation	Wisdom Jewel		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone or Faint	
Creation	tri-Emblem Alpha		ATK+5%	Drop: Stray Gods (Pure)

Runes (Blue)

Rune	Name	Price	Effect	Acquired By
Fire	Teal Spinel		When attacking, 3% increase on Fire damage	Drop: Silver Dragon
Fire	Blazebreath Core		When attacking, 3% increase on Fire damage	Drop: Hellhound
Fire	Blue Soul Flame		In battle, 40% chance of Negating Freeze	Drop: Warning Jewel, Ghost
Fire	Eternal Flame		Fire damage reduced by 3%	Drop: Phantom Guardian
Ice	Indigo Quartz		When attacking, 3% increase on Freeze damage	Drop: Berserker, Dragon Zombie
Ice	Hail Jewel		3% chance of absorbing Freeze damage	Drop: Skeletal Soldier
Ice	Geist Core		In battle, 40% chance of Negating Freeze	Drop: Giant Crab
Ice	Indigo Wing		MAG+3%	Drop: Gluttonous Bug
Ice	Fish Scales		Freeze damage is reduced by 3%	Drop: Flying Fish, Skull Fish
Earth	Immense Incisor		Max HP+3%	Drop: Troll
Earth	Skull Receptacle		Earth damage is reduced by 3%	Drop: Skeleton
Earth	Polished Blue Ore		When attacking, 3% increase to Earth damage	Drop: Aesir (Guard), Trash Demon, Idisi, Castle Cannon, Undead Master
Earth	Poisonbreath Core		3% chance of absorbing Earth damage	Drop: Hydra
Earth	Blue Bubble Core		3% chance of absorbing Earth damage	Drop: Mimetic Flower, Gun Fish
Earth	Blue Apple	1000	MAG+3%	Shop: Solde
Lightning	Cerulean Alloy		When attacking, 3% increase in Lightning damage	Drop: Greater Demon
Lightning	Thunderbreath Core		In battle, 40% chance of Negating Faint	Drop: Thunder Hawk
Lightning	Electric Bone		Lightning damage is reduced by 3%	Drop: Strobila
Holy	Dragon's Horn		When attacking, 3% Holy damage increase	Drop: Dragon
Holy	Pact Chain		RST+3%	Drop: Living Armor, Ballistic Rhino
Holy	Sacred Spinel		Holy damage is reduced by 3%	Drop: Tear Soul
Holy	Holybreath Core		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Faint or Stone	Drop: Dragon
Holy	Blue Bronze Mirror	6000	RST+3%	Shop: Coriander Village
Darkness	Demon Horn		MAG+5%	Drop: Greater Demon
Darkness	Jet Black Wing		Darkness damage is reduced by 5%	
Darkness	Demon Blaze		In battle, 40% chance of Negating Curse	Drop: Type 44 Demon
Darkness	Goblin Tooth		AVD+3%	Drop: Goblin
Darkness	Darkbreath Core		When attacking, 3% Darkness damage increase	
Darkness	Bat Cloak		Darkness damage is reduced by 3%	Drop: Vampire Lord
Darkness	Blue Doll	6000	RST+3%	Shop: Coriander Village

Runes (Red)

Rune	Name	Price	Effect	Acquired By
Slashing	Swordfish Snout		ATK+3%	Drop: Gun Fish
Slashing	Walkflower Blade		When attacking, 5% Earth damage increase	Drop: Carnivorous Plant
Slashing	Black Dragon Talon		None	
Slashing	Slashing Claw		ATK+3%	Drop: Dryad, Nymph
Slashing	Busted Sword		ATK+3%	Drop: Aesir (Patrol), Aesir (Defenders), Stray Gods (Pure), Divine Slave, Persistent Pursuer
Slashing	Insect Claw		When attacking, 3% increase to Earth damage	Drop: Giant Scarab
Slashing	Scythe Claw		Special Attack damage+5%	
Piercing	Dragon's Fang		Holy damage is reduced by 3%	Drop: White Dragon
Piercing	Scarlet Fang		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Faint or Stone	Drop: Winter Wolf
Piercing	Battering Ram's Horn		Special Attack damage+5%	Drop: Desert Beast
Piercing	Big Needle		Special Attack damage+5%	Drop: Queen Wasp
Piercing	Drilling Ram's Horn		Special Attack damage+5%	Drop: Castle Cannon
Piercing	Busted Bow		HIT+3%	Drop: Satyr
Piercing	Spiked Claw		In battle, 40% chance of Negating Silence	Drop: Wild Lizard, Dragon
Activation	Crimson Feather		AVD+3%	Drop: Hresvelgr
Activation	Red Ejector		HIT+3%	Drop: Disgusting Shell
Activation	Ammunition Shell		HIT+3%	Drop: Kraken
Activation	Aura Force		MAG+3%	Drop: Strayer
Activation	Falcon Imprint		HIT+3%	Drop: Satyr
Activation	Griffon Talon		RST+3%	Drop: Griffon
Activation	Red Cherry	7000	HIT+3%	Shop: Coriander Village
Healing	Red Flower Petal		In battle, 40% chance of Negating Poison	Drop: King Vermin
Healing	Evil Eye Gem		In battle, 40% chance of Negating Confusion	Drop: Maelstrom
Healing	Warped Horn		In battle, 40% chance of Negating Stone	Drop: Baphomet
Healing	Dragonmaggots		Max HP+3%	Drop: Dragon Zombie
Healing	Sabretooth		In battle, 40% chance of Negating Paralysis	Drop: Deathdog
Healing	Ruby-Eyed Bee	1000	HIT+3%	Shop: Solde
Strengthening	Monstrous Molar		Max HP+5%	Drop: Troll Chief, Ice Troll
Strengthening	Red Fang		ATK+5%	Drop: Red Dragon
Strengthening	Black Pearl		Max HP+3%	Drop: Disgusting Shell
Strengthening	Baraka		Max HP+3%	Drop: Ballistic Rhino, Capricorn
Strengthening	Thick Bone		In battle, 40% of Negating Frailty	Drop: Primordial Ooze, Clay Man
Strengthening	Symbol of Might		ATK+5%	Drop: Holy Order
Weakness	Poison Seed		In battle, 40% chance of Negating Poison	Drop: Toxic Flower
Weakness	Gas Ejector		HIT+3%	Drop: Giant Snail
Weakness	Armor Piercer		HIT+5%	Drop: Armored Beetle, Tyrannosaurus Rex
Weakness	Piercing Imprint		HIT+5%	Drop: Lizard Lord, Goat Man
Weakness	Assault Missile		ATK+5%	Drop: Beast Fort
Resistance	Rainbow-Colored Scales		In battle, 40% chance of Negating Curse	Drop: Cosmic Visitor
Resistance	Copper Splint		Lightning damage is reduced by 3%	Drop: Iron Golem
Resistance	Vermillion Scales		RDM+3%	Drop: Red Lizard
Resistance	Banshee Scales		RDM+3%	Drop: Gluttonous Bug
Resistance	Red Copper Mirror	5000	RST+3%	Shop: Crell Monferaigne

Runes (Red)

Rune	Name	Price	Effect	Acquired By
Training	Silver Coin		5% chance of absorbing Freeze damage	Drop: Kobold Warrior
Training	Crimson Wasp		AVD+5%	Drop: Gigantic Wasp
Training	Amber Core			Drop: Gluttonous Bug
Training	Mithril Ore		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Kobold Warrior, Guardian Diva
Training	Ouroboros Symbol		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Treasure: Palace of the Venerated Dragon
Creation	tri-Emblem		MAG+5%	
Creation	Wind-up Screw		5% chance of absorb Lightning damage	Drop: Mechanical Major
Fire	Fuchsia Spinel		When attacking, 3% increase on Fire damage	Drop: Muscular Stalker, Red Dragon, Deathdog
Fire	Dragon Ruby		Max HP+5%	Drop: Red Dragon
Fire	Firebreath Core		When attacking, 3% increase on Fire damage	Drop: Hellhound
Fire	Hot Plate		Fire damage reduced by 3%	Drop: Desert Beast
Fire	Red Soul Flame		Fire damage reduced by 3%	Drop: Phantom Guardian
Fire	Flare Ore		3% chance of absorb Fire damage	Drop: Hellhound
Fire	Noblewoman's Phosphor		Fire damage is reduced by 5%	Drop: Arectaris
Fire	Crimson Scales		Special Attack damage+5%	Drop: Red Dragon
Fire	Cursed Soul		In battle, 40% chance of Negating Curse	Drop: Giant Skeleton
Ice	Rose Quartz		When attacking, 3% increase on Freeze damage	Drop: Ice Devil
Ice	Icebreath Core		MAG+3%	Drop: Ice Devil
Ice	Hollow Shell		RST+5%	Drop: Beast Fort
Ice	Vermillion Cartilage		In battle, 40% chance of Negating Freeze	Drop: Green Coral
Ice	Core Ruby		MAG+3%	Drop: Red Jewel
Earth	Skeleton Vessel		Earth damage is reduced by 3%	Drop: Giant Skeleton
Earth	Polished Red Ore		When attacking, 3% increase to Earth damage	Drop: Muscular Stalker
Earth	Gasbreath Core		3% chance of absorbing Earth damage	Drop: Hydra
Earth	Harm Seed		5% chance of absorbing Earth damage	Drop: Mimetic Flower
Earth	Walkflower Tendril		Earth damage is reduced by 3%	Drop: Strobila
Earth	Warped Teeth		When attacking, 5% increase to Earth damage	Drop: Capricorn Leader
Earth	Red Dragon Bile		In battle, 40% chance of Negating Poison	Drop: Sky Lizard
Earth	Undead Dragon Bone		When attacking, 5% increase to Earth damage	Drop: Abyss Dragon
Earth	Insect Blade		When attacking, 3% increase to Earth damage	Drop: Gluttonous Bug
Earth	Prancing Horse	1000	AVD+3%	Shop: Solde
Lightning	Scarlet Alloy		When attacking, 3% increase in Lightning damage	Drop: Shaman Chief, Necromancer
Lightning	Charged Tailfeather		AVD+3%	Drop: Thunder Hawk
Lightning	Electricbreath Core		In battle, 40% chance of Negating Paralysis	Drop: Elven Hawk
Lightning	Orientation Scales		Lightning damage is reduced by 5%	Drop: Bolt Dragon
Lightning	Lightning Stone		3% chance of absorb Lightning damage	Drop: Skeletal Soldier
Holy	Red Horn		When attacking, 5% Holy damage increase	Drop: Red Dragon
Holy	Copper Signet		When attacking, 3% Holy damage increase	Drop: Holy Order
Holy	Spectral Wing		RST+5%	Drop: Dragon Zombie
Darkness	Black Wing Skin		Darkness damage is reduced by 3%	Drop: Elder Bat
Darkness	Scissorhand		HIT+3%	Drop: Sharp Scissors

Runes (Red)

Rune	Name	Price	Effect	Acquired By
Darkness	Abyss Cloak		Darkness damage is reduced by 3%	Drop: Shaman Chief, Necromancer
Darkness	Demon's Parabola		AVD+5%	
Darkness	Dark Votive Cup	10000	Darkness damage is reduced by 5%	Shop: Asgard

Runes (Green)

Rune	Name	Price	Effect	Acquired By
Piercing	Emerald Horn		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Silver Dragon
Piercing	Bunker Horn		ATK+5%	Drop: Flying Killer
Piercing	Lancer Needle		Special Attack damage+5%	Drop: Gluttonous Bug
Piercing	Narwhal Tooth		Special Attack damage+5%	Drop: White Dragon
Piercing	Busted Spear		HIT+5%	Drop: Holy Order
Piercing	Drilling Beak		ATK+5%	Drop: Paragriffon
Bludgeon	Koboldriver		ATK+3%	Drop: Kobold Warrior
Bludgeon	Petrified Ash		In battle, 40% chance of Negating Curse	Drop: Giant Troll
Bludgeon	Busted Hammer		ATK+5%	Drop: Abyssinian Demon
Bludgeon	Pulverizing Bone		In battle, 40% chance of Negating Faint	Drop: Idisi, Roper
Activation	Dragon's Wingbone		AVD+5%	Drop: Red Dragon
Activation	Pentachrome Breath Core		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Tiamat (Seraphic Gate)
Activation	Jet Ejector		HIT+5%	Drop: Gigantic Moth
Activation	Chaos Force		MAG+5%	Drop: Strayer
Activation	Jade Scales		RDM+5%	Drop: Gigantic Dragon
Activation	Rising Dragon Talon		Special Attack damage+5%	Drop: Idisi
Healing	Evergreen Feather		AVD+5%	Drop: Paragriffon
Healing	Vampire Heart		Max HP+5%	Drop: Elder Vampire
Healing	Green Gallbladder		In battle, 40% chance of Negating Stone	Drop: Lizard Knight
Healing	Core Emerald		MAG+5%	Drop: Green Jewel
Healing	Phosphate Ore		Max HP+5%	Drop: Invasive Arsonist
Healing	Dragon Palm		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Red Dragon
Strengthening	Colossal Canine Tooth		ATK+5%	Drop: Elven Wolf
Strengthening	Gargoyle's Wings		ATK+5%	Drop: Paragriffon
Strengthening	Bonafide Bone		Special Attack damage+5%	Drop: Nymph
Strengthening	Axe Crust		In battle, 40% of Negating Frailty	Drop: Gigantic Claws
Strengthening	Beryl Bracelet	2500	ATK+3%	Shop: Coriander Village
Weakness	Crown		Holy damage is reduced by 5%	Drop: Lizard King
Weakness	Rotted Scales		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Dragon Zombie
Weakness	Bullets of Evil		HIT+5%	Drop: Dimension Beast
Resistance	Evergreen Scales		RDM+5%	Drop: Gigantic Dragon
Resistance	Damascus Ore		Darkness damage is reduced by 5%	Drop: Guardian Diva, Iron Golem
Training	Dragon Emerald		Max HP+5%	Drop: White Dragon

Runes (Green)

Rune	Name	Price	Effect	Acquired By
Training	Gold Coin		In battle, 40% chance of Negating Paralysis	Drop: Kobold Lord
Training	Vortex Crest		HIT+5%	Drop: Capricorn Leader
Training	Eternal Silver		Holy damage is reduced by 5%	Drop: Emeth
Training	Green Kittens	10000	In battle, 40% chance of Negating Poison	Shop: Asgard
Creation	Scarlet Exhalation		When attacking, 5% Fire damage increase	Drop: Hound of Tindalos
Creation	Pentachrome Scales		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Tiamat (Seraphic Gate)
Creation	Arc-en-Ciel		When attacking, 5% Holy damage increase	
Fire	Chartreuse Spinel		When attacking, 5% Fire damage increase	Drop: Persistent Pursuer
Fire	Firebreath Core		5% chance of Negating Fire damage increase	Drop: Red Dragon
Fire	Pyrotechnic Ore		5% chance of absorb Fire damage	Drop: Wild Lizard, Evolver
Fire	Solar Jewel		Fire damage is reduced by 5%	Drop: Capricorn
Fire	Noblewoman's Fire		5% chance of absorb Fire damage	Drop: Arectaris
Ice	Sage Quartz		When attacking, 5% Freeze damage increase	Drop: Aesir (Defenders) , Persistent Pursuer
Ice	Verdigris Cartilage		In battle, 40% chance of Negating Freeze	
Ice	Core Spinel		Freeze damage is reduced by 5%	Drop: Wild Wolf
Ice	Soul Pearl		3% chance of absorbing Freeze damage	Drop: Prism Jewel
Ice	Ymir's Tears		Freeze damage 5% chance absorb	Drop: Ice Troll, Divine Slave
Earth	Black Skull		Earth damage is reduced by 5%	Drop: Rotting Demon
Earth	Polished Green Ore		When attacking, 5% increase to Earth damage	Drop: Persistent Pursuer
Earth	Toxicbreath Core		5% chance of absorbing Earth damage	Drop: Deathdog
Earth	Green Bubble Core		5% chance of absorbing Earth damage	Drop: Flying Killer
Earth	Desolation Gem		Earth damage is reduced by 5%	Drop: Life Stealer
Earth	Dead Man's Gem		In battle, 40% chance of Negating Instant Death	
Earth	Fool's Gem		5% chance of absorbing Earth damage	Drop: Type 44 Demon
Earth	Rotten Dragon Liver		5% chance of absorbing Earth damage	
Earth	Deep Doom		When attacking, 5% increase to Earth damage	Drop: Rotting Demon
Lightning	Verdigris Alloy		When attacking, 5% increase in Lightning damage	Drop: Persistent Pursuer
Lightning	Windswept Tailfeather		AVD+5%	Drop: Elven Hawk, Hresvelgr
Lightning	Bolt Coin		5% chance of absorb Lightning damage	Drop: Lightning Kobold
Lightning	Boltbreath Core		When attacking, 5% increase in Lightning damage	Drop: Bolt Dragon
Lightning	Thor's Rage		5% chance of absorb to Lightning damage	Drop: Baphomet
Lightning	Sprinter Cell		Lightning damage is reduced by 5%	Drop: Holy Order
Holy	Emerald Core		In battle, 40% chance of Negating Poison, Confusion, Silence, Freeze, Paralysis, Stone, Faint	Drop: Idisi, Roper
Holy	Transparent Wing		Holy damage is reduced by 5%	Drop: Abyss Dragon
Holy	Shiningbreath Core		When attacking, 5% Holy damage increase	
Holy	Orichalcum		When attacking, 5% Holy damage increase	Drop: Guardian Diva
Darkness	Dark Amulet		When attacking, 5% Darkness damage increase	Drop: Undead Master
Darkness	Cask of Offering		Darkness damage is reduced by 5%	Drop: Divine Slave
Darkness	Sharp Scissors Heart		In battle, 40% chance of Negating Instant Death	Drop: Crust Golem, Giant Crab
Darkness	Blackbreath Core		When attacking, 5% Darkness damage increase	Drop: Rotting Demon, Hydra
Darkness	Dark Carapace		Darkness damage is reduced by 5%	
Darkness	Dark Matter		When attacking, 5% Darkness damage increase	Drop: Soul Summoner

Colorless Accessories

Name	Price	Effect	Acquired By
Goddess Pendant	300000	RDM+20%/Darkness+50%/Men's Only	Creation: Coriander Village
tri-Emblem		AVD+30%/RDM+50%/RST+30%/Fire+90%	Poem Event
Black Crystal		Darkness Resistance+5%/Restores all status when status is effected	Drop: Giant Skeleton
Dragonlord's Nerves		ATK+10%/Critical damage x 2/If not defeated, causes damage to self as well	Drop: Bahamut
Dragon Scales		RDM+3/When poisoned, MAG, Critical chance increase	Drop: Dragon
Worn Shield		Guard chance increase	Drop: Ballistic Rhino
Sharp Spearhead		Critical chance increase (multiple equip effective)	Drop: Living Armor
Bat Umbrella		Dark+30%/In battle, when all HP digits are the same, luck increases. The higher the number, the luckier.	Drop: Umbrella
Great Eagle Heart		ATK+15%	Drop: Giant Hawk, Owlbear
Wing Feather		Special Attack damage+20%	Drop: Elven Hawk
Beast's Fang		HIT+15%	Drop: Dire Wolf
Beast Pelt		Ice Resistance+10%	Drop: Vampire Bat
Koboldriller		Has a certain chance of breaking the enemy's guard (multiple equip effective)	Drop: Kobold Knight
Gargoyle's Arch		Has certain chance of making enemy Faint	
Pure White Plume		AVD+10%/When poisoned, MAG, Critical chance increased	Drop: Griffon
Beak		On very rare occasions, will inflict Doom on target.	Drop: Owlbear
Garnet		ATK+10/Normal attacks miss, but Critical and certain Special attacks won't	Drop: Ice Troll, Giant Troll
White Flower Petal		May inflict Poison on the target	Drop: Sand Flower
Walkflower Root		Poison+30%/May inflict Frailty on target	Drop: Carnivorous Plant
Vegetable Seed		In battle only, Heal with Poison damage	Drop: Carnivorous Plant
Mask Fragment		Certain chance of Negating magic damage	Drop: Shaman Chief
Bone Mask		MAG+10%/RST+10%/Damage to enemy when suffering from Frailty is greatly increased/Critical attack odds also increase	Drop: Strayer
Bone Relief		Curse+50%/May inflict Frailty on target	Drop: Undead Master
Tome of Necromancy		May transform inflicted damage into HP	Drop: Strayer
Golem Heart		When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Iron Golem
METH Seal		Doom+100%/May inflict Doom on the target	Drop: Emeth
Headless Doll		Dark+20%/May inflict Confusion on the target	Drop: Will o' the Wisp
Mirror Fragment		Chance of reflecting magic	Drop: Phantom Lurker, Holy Order
Evil Mirror		Chance of causing Silence	Drop: Holy Order
Diablo Horn		Chance of causing Stone	Drop: Type 44 Demon
Wing of Darkness		Darkness+30%/Curse+100%/When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Type 44 Demon
Vampire Fang		Heal 1/20 of damage caused against enemy	Drop: Vampire
Bloodsucking Fang		May transform inflicted damage into HP	Drop: Elder Vampire
Vampire Claw		Increases damage to enemy/Each attack consumes 5% of Max HP	Drop: Vampire Lord
Sharp Scissor Wing		Holy Resistance-30%/Chance of causing Stone	Drop: Sharp Scissors
Citrine		RST+10%/When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Vampire, Sharp Scissors
Rose Imprint		May inflict Frailty on target	Drop: Elder Vampire
Giant Pincers		Chance of causing Faint	Drop: Sharp Scissors
Stonecutting Pincers		Special Attack increases as HP decreases	Drop: Gigantic Claws
Tail Armor		RST+5%/RDM+15%	Drop: Goat Man
Snakebelly Armor		Faint+30%/May negate magic damage	Drop: Desert Beast
Empty Shell		Stone+30%/Attack increased when inflicted with Silence/Critical attack odds also increase	Drop: Ballistic Rhino

Colorless Accessories

Name	Price	Effect	Acquired By
Spiral Arrowhead		HIT+15%	Drop: Ballistic Rhino
Heart Core		Poison+30%/Frailty+30%/Max HP+10%	Drop: Troll, Clay Man
Tentacles		Confusion Resistance+30%/In battle, HIT x 2	Drop: Primordial Ooze
Monster's Canine Tooth		MAG+15%	Drop: Trash Demon
Drainwing		May transform inflicted damage into HP	Drop: Ice Devil
Steelwing		Heal 1/20 of damage to enemy	Drop: Prince of Hel
Trickster Imprint		All types of Resistance-20% In battle, item and magic HP healing effect works on all, but effect is reduced.	Drop: Life Stealer, Abyssinian Demon
Legion		Earth Resistance+30%/Chance of causing Paralysis	Drop: Wasp Nest, Meteoric Storm
Big Bugeye		Faint Resistance+50%/Chance of causing Faint	
Insect King's Wing		When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Insect King
Shell Shade		RDM+1/RST+1/Chance of Negating magic damage	Drop: Satyr
Protection Shade		RDM+5%/RST+5%/Attack increased when inflicted with Silence/Critical attack odds also increase	Drop: Capricorn
Accuracy Imprint		Critical damage x 2 If not defeated, damage to self as well	Drop: Capricorn
Wyvern's Wingbone		Critical chance increase (multiple equip effective)	Drop: Upper Lizard
Draconic Gallstone		In battle, item and magic HP healing effect works on all, but effect is reduced.	Drop: Cosmic Visitor
Brilliant Peacemaker		In battle, parameters increased as HP reduced	Drop: Sack Mimic
Trade Card		+30% Resistance to all effects except Frailty, Doom, and Transfer/In battle, item and magic HP healing effect works on all, but effect is reduced.	Drop: Gentleman
Sacred O Part		In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	Drop: Sacred Sack
Adamantite		Holy+30%/When HP is at max, damage to enemies increases	Drop: Deathdog, Iron Golem, Guardian Diva
Dragon Skull		Earth+30%/Critical damage x2. If enemy is not defeated, the damage is also inflicted on the player	Drop: Dragon Zombie
Blackened Scales		Darkness Resistance+15%/Chance of causing any type of status effect	Drop: Black Pain
Black Dragon Gallstone		Resistance to all but Instant Death and Transport +100% Chance of causing any status effect	
Sable Dragonscales		Dark+30%/Holy-30%/Curse, Silence, Confusion+50% Damage to enemies increases by 5%, but 5% HP MAX drained for each attack	
Platinum Fly		Darkness Resistance+20%/Stone Resistance+80%/Chance of causing Paralysis	Drop: Dragon Zombie
Noblewoman's Ball		MAG+10%/Stone Resistance+50%/Chance of causing Freeze	Drop: Arectaris
Crystal Mask		RST+10%/Frailty+50%/Chance of causing Paralysis	
White Loincloth		Holy Resistance+30%/Max damage to women	Drop: Gabriel Celeste
Full-color Lenneth		ATK increased with each miss. Effect ceases when attack mode ends	Drop: Obsessed Ex
Gobligotchi		In battle, item and magic HP healing effect works on all, but effect is reduced.	
Curse Check	4000	Curse invulnerable/Darkness+30%	Shop: Coriander Village
Freeze Check	3000	Freeze invulnerable/Ice+30%	Shop: Villnore
Stun Check	1500	Faint invulnerable/Fire+30%	Shop: Solde
Stone Check	5000	Stone invulnerable/Earth Resistance+30%	Shop: Crell Monferaigne
Paralyze Check	2500	Paralysis invulnerable/Lightning Resistance+30%	Shop: Coriander Village
Poison Check	1500	Poison invulnerable/Earth Resistance+30%	Shop: Solde
Silence Check	5000	Silence invulnerable/Holy Resistance+30%	Shop: Crell Monferaigne
Confuse Check	3000	Confusion invulnerable/Holy Resistance+30%	Shop: Villnore
Frailty Check	5000	Frailty invulnerable/Dark+30%	Shop: Crell Monferaigne
Power Bangle		ATK+30%	Treasure: Palace of the Venerated Dragon, Ygdrasil
Magic Bangle		MAG+30%	Treasure: Hall of Valhalla, Tower of Lezard Valeth

Colorless Accessories

Name	Price	Effect	Acquired By
Ring of Healing	30000	Holy Resistance+15%/Chance of healing 1/2 of damage received.	Shop: Villnore
G-seed		Resistance to all +100%/Critical damage x2. If enemy is not defeated, the damage is also inflicted on the player	
Fairy-in-the-box		Status effect time cut in half	Drop: Lizard Lord
Dipan Pennant		Holy+30%/In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	
Tuning Wing		Confusion Resistance+70%/Chance of causing Confusion	Drop: Gluttonous Bug
Ray Force		Has a certain chance of breaking the enemy's guard (multiple equip not effective)	Drop: Necromancer, Crust Golem
Sight Stone		AVD+20%	Drop: Living Armor
Bloody Patch		ATK+5%/Damage to enemies increases by 5%, but 5% HP MAX drained for each attack	Drop: Muscular Stalker, Highlander
Evil Eyebrow Ring		HIT+50/Chance of counterattack when evade successful	Treasure: Audoula Temple on the Lake
Steel Horseshoe		ATK+5%/HIT+10%/Chance of causing Faint	Drop: Capricorn Leader
Obsidian Claw		ATK increased with each miss. Effect ceases when attack mode ends	Drop: Winter Wolf, Dragon Zombie
Dragon Rib		ATK+10%/In battle, parameters increase as HP reduced	Drop: Dragon Zombie
Dragon Meat Paste		+50 Resistance to all status effects/May inflict Doom on target	
Evil Eye of Death		MAG+30%/RST+30%/May inflict Doom on target	Drop: Bahamut
Magic Dragon Horn		ATK+30%/RDM+30%/God Destroyer	Drop: Bahamut
Unladen Swallow Scales		ATK+3/In battle, HIT x 2,	Drop: Wild Lizard
Homing Scales		Special Attack damage+20%	Drop: Gigantic Dragon
Ghibli Scales		Normal attack misses, but Critical and certain special attacks hit.	Drop: Bolt Dragon
Bora Scales		ATK increased with each miss. Effect ceases when attack mode ends	Drop: Sky Lizard
Kamshin Scales		Critical attack chance increased with each miss. Effect ceases when attack mode ends	Drop: White Dragon
Blood Jewel		Frailty+50%/Critical attack chance increased with each miss. Effect ceases when attack mode ends	Drop: Giant Troll
Firefly Fire		In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	Drop: Bolt Dragon
Demon's Right Arm		Chance of causing any status effect	Drop: Type 44 Demon, Rotting Demon
Demon's Left Arm		May inflict Doom on target	Drop: Rotting Demon
Demon's Hoof		Silence Resistance+60%/Chance of causing Silence	Drop: Baphomet
Kraken Fang		Chance of causing Freeze	Drop: Kraken
Metabolizer		May restore half of the damage inflicted by an enemy attack	Drop: Tyrannosaurus Rex, reward for clearing Turgen Mines (second time) in Villnore
Moon Pearl		MAG+30%/When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Escargone
Sylpheed Arrowhead		Chance of causing Transport	Drop: Baphomet
Lucky Tail		Critical chance increase (multiple equip effective)	Drop: Kobold Knight
Empty Box		ATK increases when inflicted with Silence, Critical attack odds also increase	Drop: Lizard Man
Firemouse Fur		Fire+10%/RST+20%	Drop: Fire Bat, Elder Bat
Mirror of the Lake		Stone Resistance+50%/Chance of causing Stone	Drop: Magic Mirror
Fatal Seed		Poison Resistance+100%/When Weakened, damage to enemy greatly increased/Critical chance increase	Drop: Mimetic Flower
Tiny Flower	10	Max HP+10%	Shop: Villnore Flower Shop (Chap. 3)
Lily	10	Max HP+10%	Shop: Villnore Flower Shop (Chap. 4)
Weeping Lily	10	Max HP+10%	Shop: Villnore Flower Shop (Chap. 5)
Gladiolus	10	Max HP+10%	Shop: Villnore Flower Shop (Chap. 6)
Amber Lenneth		ATK increased when miss is made. Returns to normal when Attack Mode over.	Drop: Obsessed Ex
Metallic Lenneth		ATK increased when miss is made. Returns to normal when Attack Mode over.	Drop: Obsessed Ex
Crystal Lenneth		ATK increased when miss is made. Returns to normal when Attack Mode over.	Drop: Obsessed Ex
Truthade		When worn, the character's measurements are listed in the status screen	Drop: Determined Dirna
Incense		Demon Destroyer	Drop: Clay Man

Colorless Accessories

Name	Price	Effect	Acquired By
Allfather Kobold Shirt		Chance of healing 1/2 of damage received	Drop: Dog Rufus
Double-sided Tape		When character is on the verge of death, entire party (except the dying character) is given first aid	Drop: Dog Alicia, Dog Hrist, Dog Rufus, Dog Arngrim, Dog Odin
Wisdom Wig		Critical damage x2/If enemy is not defeated, the damage is also inflicted on the player	Drop: Dog Odin
Gungnear		Has a certain chance of breaking the enemy's guard (multiple equip not effective)	Drop: Dog Odin
Bamboo Pole		Chance of counterattack when evading	Drop: Hassan Great
Push-up Thingamajig		In battle, item and magic HP healing effect works on all, but effect is reduced.	Drop: Dog Freya
Freya's Cap		Guard chance increase	Drop: Dog Freya
Crystal Ball		Chance of reflecting magic	Drop: Dog Freya
Valkyrie Kobold Mail		Chance of Negating magic damage	Dog Silmeria
Die-Cast Lance		Critical attack chance increased with each miss. Effect ceases when attack mode ends	Drop: Dog Hrist
Cypress Quarterstaff		ATK increased with each miss. Effect ceases when attack mode ends	
Self-help Manual		Curse, Silence, Confusion+100%/In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	Drop: Dog Alicia
Steelwing		Normal attacks miss, but Critical and certain Special attacks won't	
Ham-Star		Resistance to all Status Ailments +100%/In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	Drop: Hamster
Sunflower Seed		In battle, item and magic HP healing effect works on all, but effect is reduced.	Drop: Koutaro
Afro Puffs		Doom+100%/In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	
Radish		In battle, Status effect time is halved	Drop: Dog Alicia, Dog Hrist
Steel Hair Band		RDM+15%	Drop: Dog Alicia
Depressing Kobold Shirt		ATK increases when inflicted with Silence. Critical attack odds also increase	Drop: Dog Rufus
Third Proof		ATK increased with each miss. Effect ceases when attack mode ends	Drop: Dog Rufus
Winded Bandanna		When evading, chance of counterattack	Drop: Dog Rufus
New Item Catalog		In battle, parameters increase as HP is reduced	Drop: Dog Arngrim
Wigged-out Wig		Has a certain chance of breaking the enemy's guard (multiple equip not effective)	Drop: Dog Arngrim
Purple Mirror		RDM+30%/Chance of reflecting magic	Drop: Lord of the Undead
Tiny Bugs		May transform inflicted damage into HP	When all Dog Events in Seraphic Gate are done
Philosopher's Pebble		MAG+100/Chance of causing Transfer	When Lezard leaves the party at LV40
Homunculus Seed		Resistance to all elements+20%	When Lezard leaves the party at LV45
Hunted Mouse		Cat Ring ingredients	Animal Event
Tailless Lizard		Cat Ring ingredients	Animal Event
Misfortunate Bird		Cat Ring ingredients	Animal Event
Cat Poop		Cat Ring ingredients	Animal Event
Sucked Bone		Dog Ring ingredients	Animal Event
Chewed-up Shoes		Dog Ring ingredients	Animal Event
Squalid Cloth		Dog Ring ingredients	Animal Event
Dog Poop		Dog Ring ingredients	Animal Event
Chicken Feed		Bird Ring ingredients	Animal Event
Vegetable Debris		Bird Ring ingredients	Animal Event
Clamshell Chum		Bird Ring ingredients	Animal Event
Bird Poop		Bird Ring ingredients	Animal Event
Cat Ring	1	Chance of causing Faint	Creation: Solde
Dog Ring	1	In battle, Special Attack power increases as HP decreases	Creation: Crell Monferaigne
Bird Ring	1	In battle, HIT x 2	Creation: Coriander Village
Solomon's Ring	900000	In battle, when all HP digits are the same, luck increases. The higher the number, the luckier	Creation: Asgard

Healing

Name	Price	Effect	Acquired
Warrior's Arcanum	150	Heals 1 ally HP 300	Shop: Towns
Apothecary's Arcanum	800	Heals 1 ally HP 1500	Shop: Crell Monferaigne
Witch's Arcanum	5000	Heals 1 ally HP 5000	Create: Solde
Sage's Arcanum	Drop	Heal 1 ally full HP	Enemy: Idisi (Leader Item)
Dwarf Tincture	800	Heals whole party HP 300	Shop: Solde/Villnore
Fairy Tincture	3600	Heals whole party HP 1500	Shop: Asgard
Spirit Tincture	40000	Heals whole party HP 5000	Create: Solde/Asgard
Goddess Tincture	Drop	Heals whole party full HP	Enemy: Backpacker, Crell Monferaigne, Feed the dog 10 times
Elixir	800	Heals 1 ally Poison, Silence, Confusion, Freeze, Paralysis, Stone, Faint.	Create: Solde
Prime Elixir	10000	Heals 1 ally Poison, Silence, Confusion, Freeze, Paralysis, Stone, Faint and HP 50%	Create: Coriander Village
Noble Elixir	Drop	Heals 1 ally Poison, Silence, Confusion, Freeze, Paralysis, Stone, Faint and HP 99%	
Union Plume	800	Revived from Unconscious and 20% of Max HP healed	Shop: Solde/Dipan Town
Holy Water	150	Curse healed	Shop: Solde/Dipan Town
Holy Grail	20000	Curse healed, can use limitlessly.	Create: Solde
Idun's Apples	150	Frailty healed	Shop: Solde
Soft Stone	20000	Frailty healed, can use limitlessly.	Create: Solde, Treasure: Palace of the Venerated Dragon
Aspect Stone	200	Cures the entire party of the Transfer status ailment	Shop: Solde
Horoscope Tablet	20000	Cures the entire party of the Transfer status ailment, can use limitlessly.	Create: Solde, Treasure: Seraphic Gate
Dead Ashes	Drop	Poison healed (can't use in battle)	Enemy: Skeleton Army [Leader Item]
Meat Chops	Drop	Heals a wee bit of HP (can't use in battle)	Enemy: Dire Wolf
Honeysuckle Dew	80	Poison healed	Shop: Solde/Dipan Town
The Cosmic Order	80	Confusion healed	Shop: Solde/Dipan Town
Bragi's Song	150	Silence healed	Shop: Solde/Dipan Town
Thaw Water	80	Freeze healed	Shop: Solde/Dipan Town
Pearl Grass	80	Paralysis healed	Shop: Solde/Dipan Town
Cockatrice Egg	150	Stone healed	Shop: Solde/Dipan Town

Attack

Name	Price	Effect	Acquired
Flare Crystal	3500	Flame element range attack	Shop: Asgard
Ice Crystal	3500	Ice element range attack	Shop: Asgard
Earth Crystal	3500	Earth element range attack	Shop: Asgard
Thunder Crystal	3500	Lightning element range attack	Shop: Asgard
Holy Crystal	6000	Holy element range attack	Create: Solde
Shadow Crystal	6000	Darkness element range attack	Create: Coriander Village
Prism Crystal	Drop	Randomly attack one individual enemy rank	Enemy: Silver Dragon [Leader Item]
Flare Gem	2000	Flame element individual attack	Shop: Crell Monferaigne
Ice Gem	2000	Ice element individual attack	Shop: Crell Monferaigne
Earth Gem	2000	Earth element individual attack	Shop: Crell Monferaigne
Thunder Gem	2000	Lightning element individual attack	Shop: Crell Monferaigne
Holy Gem	2000	Holy element individual attack	Shop: Crell Monferaigne
Shadow Gem	2000	Darkness element individual attack	Shop: Crell Monferaigne
Prism Gem	4000	Randomly attack one individual enemy rank	Shop: Crell Monferaigne
Holy Water of Mithra	Drop	10,000 damage against enemy	Obtain from released Einherjar
Tome of Anarchy	Drop	Confuse 1 enemy for short time	Enemy: Clay Man [Leader Item]
Tome of Alchemy	Drop	Chance of transforming all enemies in range into Magic Crystals.	Treasure: Hall of Valhalla

Support

Name	Price	Effect	Acquired
Fireproof Trinket	1200	For certain time, 1 ally's Fire Resistance increased	Shop: Solde
Iceproof Trinket	1200	For certain time, 1 ally's Ice Resistance increased	Shop: Solde
Earthproof Trinket	1200	For certain time, 1 ally's Earth resistance increased	Shop: Solde
Lightningproof Trinket	1200	For certain time, 1 ally's Lightning Resistance increased	Shop: Solde
Foolproof Trinket	5000	One ally is invulnerable 1 time against any attack	Create: Asgard, Enemy: Sack Mimic [Leader Item]
Fireproof Talisman	Drop	For certain time, entire party Fire Resistance increased	Enemy: Aesir (Security) [Leader Item]
Iceproof Talisman	Drop	For certain time, entire party Ice Resistance increased	Treasure: Hall of Valhalla
Earthproof Talisman	Drop	For certain time, entire party Earth resistance increased	Treasure: Hall of Valhalla
Lightningproof Talisman	Drop	For certain time, entire party Lightning Resistance increased	Treasure: Hall of Valhalla
Foolproof Talisman	Drop	Whole party is invulnerable 1 time against any attack	Treasure: Hall of Valhalla
Nectar Potion	2500	For certain time, entire party invulnerable to status effects.	Shop: Asgard, earlier shops in Chapter 5
Charge Break	2500	Restore AP at the cost of party's HP.	Shop: Asgard
Might Potion	2000	For certain time, 1 ally's ATK increased	Shop: Asgard
Guard Potion	2000	For certain time, 1 ally's RDM, RST increased	Shop: Asgard
Spell Potion	2000	For certain time, 1 ally's MAG increased	Shop: Asgard
Overdrive	3000	For certain time, AP consumed down 20%	Shop: Asgard
Double-Check	Drop	Experience points and OTH amount used in battle increased x 2.	Enemy: Abyss Dragon [Leader Item]
Spectacles	150	Can investigate enemy's ability and weak points.	Shop: Solde/Dipan Town
Gem of Illusion	10000	Can investigate enemy's ability and weak points. Can use limitlessly.	Create: Solde
Tome of Godspeed	Drop	Can escape from battle	Enemy: Giant Bat [Leader Item]

Status Increase

Name	Price	Effect	Acquired
Rose Gem	Drop	STR, DEX+20	Einherjar Release
Azure Gem	Drop	INT, CON+20	Einherjar Release
Jade Gem	Drop	Max HP+200/AGL+20	Einherjar Release
Expert's Experience	Drop	Experience +300000	Obtain from released Einherjar
Ambrosia	Drop	Max HP+100	Einherjar Release
Fencer's Familiarity	Drop	STR+5	Einherjar Release
Sorcerer's Savvy	Drop	INT+5	Einherjar Release
Archer's Aptitude	Drop	DEX+5	Einherjar Release
Thief's Thoughts	Drop	AGL+5	Einherjar Release
Warrior's Wits	Drop	CON+5	Einherjar Release
Golden Egg	50000	STR/INT/DEX/AGL randomly increased 1~10	Create: Solde

Materials

Name	Price	Effect	Acquired
Troll Clay	480	The clay that primarily constitute's a troll's body.	Enemy: Troll
Rotted Budgeon	1200	Fragment of what was a tree trunk swung by monstrosly powerful trolls.	Enemy: Troll Chief
Bonemeal	40	Craystalline remains of weathered and worn bone fragments.	Enemy: Skeleton
Broken Blade	4000	Tip of a blade broken in half.	Enemy: Aesir (Guards)
Broken Sword	4000	A sword with half its blade broken off.	Enemy: Dino Sauroid
Alligator Skin	4000	Skin of an amphibious beast. Prized as material for boots.	Enemy: Lizard Man
Bat Wing	400	The wing of a giant bat.	Enemy: Giant Bat, Goblin
Beast's Flesh	80	Bits of meat dripping with blood.	Enemy: Dire Wolf
Iron Ore	280	A nugget of iron ore.	Enemy: Kobold, Enemy: Goblin
Feather	4	The down feather of an unknown bird. If you have enough of them, they can provide great protection against the cold.	Enemy: Giant Hawk
Nightshade	4	Herb which causes illusions. Apparently, it is used in magic ceremonies.	Enemy: Toxic Flower
Seafood	120	Fresh seafood. It's not clear what creature it was.	Enemy: Flying Fish
Adhesive	200	A mass of shellfish glue.	Enemy: Giant Snail
Wax Clump	200	A large mass of wax	Enemy: Carnivorous Plant
Burgundy Flask	792	A fortified wine. It appears to be of superior vintage.	Treasure: Solde, Enemy: Goblin
Platinum Eye	4000	A compound insect eye with a brilliant platinum shine.	Enemy: Electrical Chip
Royal Jelly	1200	The main food source for queen bees. Some sy it's good for people, too.	Enemy: Mirage Wasp
Lamb's Tooth	480	Front tooth of a herbivore. A shape suited for cutting grass.	
Silverwork Orchid	40000	Silver mirror handle featuring a lovely design.	Enemy: Lady Cleo
Keg	200	Contains a pungent, fermented brew. Not too watered down.	Enemy: Satyr
Stagnant Water	200	Foul, green water. Not something you would want to drink.	Enemy: Bullet Beetle
Broken Amulet	200	A broken amulet, perhaps suffused with the prayers of its former owner.	Enemy: Skeleton
Shrine Chronicles	200	Ceremonial tome handed down since antiquity. Unintelligible.	Enemy: Warning Jewel
Amber	1200	A stunning drop of amber. Its value lies in its beauty.	Enemy: Bullet Beetle
Broken Claw	400	Part of a monster's broken claw.	Enemy: Owlbear
Giant Pearl	20000	Large, round pearl. Fetches quite a fair price.	Enemy: Gigantic Moth
Silver Vine Frame	360000	Entwined vines etched in silver. There's no hint as to what it framed.	Enemy: Magic Mirror

Skills

Einherjar skills are formed by combining the runes from an Einherjar's equipment into Runewords. Note that the recipes for new skills show up immediately in your skill list once you become aware of them from any source. That is, if you acquire a new Einherjar who has an initial skill that you don't yet have the equipment to make, it'll still show up in your 'potential skills' list.

You can create many skills fairly early in the game if you are diligent about breaking off pieces of every critter you encounter. There are a few that you cannot create until later in the game. These include most Runewords that require green runes, or anything that requires the Creation rune.

To learn new skills, all you have to do is equip the necessary equipment to form the Runeword for a new skill, and then fight! After a battle, the average level of the party is compared to the leader level of the enemy you just battled. A percentage increase is then given to the skills your party members are learning. Because the game does this comparison against your average level, it's worthwhile to keep a few *low* level Einherjar around for training late in the game. Otherwise, it can take a long time to learn skills later in the game.

Attack Skills

Name	CP	Effects	Runes
Mighty Blow	2	Makes attacks cause enemy to faint. Further attacks are more likely to break enemy guard.	Slashing / Lightning / Strengthening / - / -
Break Up	2	Increases chances of entering Break Mode when part of enemy is broken off.	Arm / Slashing / Activation / Strengthening / -
Spirit Control	3	Increases the amount of purple gems that appear after an attack.	Arm / Slashing / Lightning / - / -
Heat Up	4	Increases the amount your special attack gauge rises after an attack.	Body / Slashing / Strengthening / - / -
Double Edge	5	Deals damage twice in a single attack.	Slashing / Piercing / Arm / Training / -
Overload	4	Increases power of magic to 150%. However, magic will strike allies as well.	Head / Ice / Darkness / Activation / -
Triple Edge	6	Deals damage three times in a single attack.	Piercing / Bludgeon / Training / Creation / -

Status Skills

Name	CP	Effects	Runes
Fists of Iron	2	Increases ATK to 120% during battle.	Body / Fire / - / - / -
Mental Boost	2	Increases MAG to 120% during battle.	Body / Ice / - / - / -
Fortify Physique	2	Increases RDM to 120% during battle.	Body / Earth / - / - / -
Resist Magic	2	Increases RST to 150% during battle.	Body / Lightning / - / - / -
Adversity	2	Increases ATK, MAG, HIT, AVD, RDM, and RST for each extra enemy when they outnumber the party.	Body / Fire / Ice / Earth / Lightning
Heroism	2	Increases attack +20% for each enemy that dies during battle.	Body / Fire / Strengthening / - / -
Psychosoma	3	Combines ATK and MAG values for attacks during battle.	Head / Arm / Activation / Ice / -
Training	3	Reduces ATK, MAG, HIT, AVD, RDM, and RST by 20% in battle, but increases experience received to 150%.	Foot / Strengthening / Weakening / - / -
Toughness	5	In battle, max HP increased by 200%	Body / Foot / Fire / - / -
Observation	5	ATK, MAG, HIT, AVD, RDM, and RST values increase slightly per fixed interval during battle.	Body / Fire / Strengthening / - / -
Solitary Struggle	4	ATK, MAG, HIT, AVD, RDM, and RST are raised based on the number of allies that have been killed.	Body / Fire / Resistance / - / -

Reaction Skills

Name	CP	Effects	Runes
Counter Attack	2	Displays icon after character is attacked. Press the button when you see it to counter attack.	Head / Arm / Darkness / Resistance / -
Precision Parry	3	Performs guard when the button of the attacked character is pressed at the moment of the attack.	Arm / Ice / Resistance / - / -
Scramble Attack	2	Set special input for normal attack, to be performed by pressing a button while holding the directional button.	Head / Leg / Slashing / Resistance / -

Defense Skills

Name	CP	Effects	Runes
Survival	3	Leaves 1 HP after an otherwise fatal attack if character has at least 10% of maximum HP to start with.	Body / Healing / Training / - / -
Reflex Movement	2	Enables blocking and evading of enemy attacks when knocked back.	Body / Leg / Lightning / - / -
Magic Mail	2	Enables guarding against and evading special magic-based attacks.	Head / Bludgeon / Ice / Resistance / -
Cure Condition	3	Enables quicker recovery than usual from status ailments during battle.	Body / Earth / Healing / Resistance / -
Force Field (100)	3	Protects user with a force field that can withstand 100 damage.	Body / Leg / Resistance / - / -
First Aid	3	May restore half the damage inflicted by an enemy attack afterwards.	Body / Healing / Holy / - / -
Free Item	3	Enables you to use items at no AP cost.	Head / Arm / Activation / Resistance / -
Force Field (5000)	6	Protects user with a force field that can withstand 5000 damage.	Body / Healing / Resistance / Creation / -
	4	Restores HP at fixed intervals during battle.	Body / Earth / Healing / - / -
Guard Motion	4	Reduces damage received by 20%. However, prohibits blocking and evading. Renders user susceptible to status ailments.	Arm / Strengthening / Resistance / - / -
Reduce Magic	6	Halves efficacy of all magic received, whether damage or recovery.	Body / Head / Ice / Activation / -
Missile Protection	5	Guards against all projectiles frontally.	Head / Arm / Resistance / - / -
Force Field (1000)	4	Protects user with a force field that can withstand 1000 damage.	Body / Head / Healing / Holy / -
Victorious Vitality	5	Restores HP to 100% when victory is achieved.	Body / Earth / Healing / - / -
Lost Emotion	6	Renders the spirit impermeable to outside spiritual influences.	Head / Ice / Holy / - / -

Critical Skills

Name	CP	Effects	Runes
Beast Bludgeon	4	Enables attacks with massive effects against Beast enemies.	Slashing / Weakening / Fire / - / -
Unholy Purifier	4	Enables attacks with massive effects against Unholy enemies.	Slashing / Weakening / Holy / - / -
Descaling Might	4	Increases power of attacks against Scaled enemies.	Slashing / Weakening / Lightning / - / -
True Seeing	2	Increases the occurrence of critical attacks.	Piercing / Fire / Strengthening / - / -
Weed Whacker	2	Enables attacks with massive effects against Plant enemies.	Slashing / Weakening / Fire / - / -
Bug Swatter	3	Enables attacks with massive effects against Insect enemies.	Piercing / Weakening / Earth / - / -
Magician Slayer	4	Enables attacks with massive effects against Magic enemies.	Slashing / Weakening / Activation / - / -
Ghost Buster	3	Enables you to attack enemies without material bodies.	Slashing / Weakening / Ice / Resistance / -
Giant Killer	4	Enables attacks with massive effects against Giant enemies.	Slashing / Training / Weakening / Holy / -
Demon Destroyer	5	Enables attacks with massive effects against Demon enemies.	Piercing / Weakening / Darkness / Training / -
Desperate Measures	6	Splits an enemy in two with a critical attack, however HP becomes 1 after using this attack.	Arm / Darkness / Creation / - / -
Dragon Slayer	5	Enables attacks with massive effects against Dragon enemies.	Piercing / Weakening / Lightning / Activation / -
God Destroyer	5	Enables attacks with massive effects against God enemies.	Piercing / Bludgeon / Weakening / Holy / -
Dismantle	6	Splits an enemy in two with a critical attack.	Arm / Darkness / Strengthening / Training / -

Forces of Light

Einherjar Release Data



Each of the Einherjar that you can materialize during your quest to find the Dragon Orb can be acquired in certain dungeon areas. Which Einherjar you get from a materialization point is random, so if you don't get the one you want, you can simply reload and try again (only one Einherjar is available for materialization in Chapter 4). Note that the Einherjar available from a given materialization point are grouped by class. So, a staff allows you to receive one of a few sorcerers, a bow grants one of the archers, and so on.

When you release an Einherjar, you receive stat-boosting items—the bonus' value depends on the power of equipped weapons and armor. So, if you want to wait until near the end of the game, you can release them with very powerful equipment from end-game enemies.

Releasing them earlier in the game allows you to receive bonus items. Do this by visiting the newly freed mortals in their new places of residence.

The following chart shows you where you can find each of the Einherjar, and, once released, where they appear. If you visit them, you can acquire one of three items; not all released Einherjar have all three.

Acquire Item 1 by speaking to them at any time up until Chapter 4. Acquire Item 2 by speaking to them after Chapter 5. Finally, Item 3 is available only after the Seraphic Gate is unlocked, once you've triggered the final save point in the game.

Einherjar Data

Name	Class	Location	Release	Item 1	Item 2	Item 3
Mithra	Sorcerer	Ch1 Lost Forest	Lost Forest	Holy Water of Mithra		Holy Water of Mithra
Richelle	Light Warrior	Ch1 Royal Underground Path	Coriander, Home	Expert's Experience		
Sylphide	Light Warrior	Ch1 Royal Underground Path	Coriander, Home	50,000 OTH		
Jessica	Light Warrior	Ch1 Royal Underground Path	Coriander, Home		Ymir's Tears	
Kraad	Heavy Warrior	Ch1 Royal Underground Path	Villnore, Home	Kraadicator		
Roland	Heavy Warrior	Ch1 Royal Underground Path	Villnore, Home	50,000 OTH		
Celes	Light Warrior	Ch3 Serdberg Mountain Ruins	Solde			300,000 OTH
Tyrith	Light Warrior	Ch3 Serdberg Mountain Ruins	Solde		Foolproof Trinket	
Alm	Sorcerer	Ch3 Serdberg Mountain Ruins	Chateau Obsession	50,000 OTH		
Woltar	Sorcerer	Ch3 Serdberg Mountain Ruins	Chateau Obsession	Foolproof Talisman		
Chrystie	Archer	Ch3 Forest of Spirits	Kythena Plains	50,000 OTH		
Sha-kon	Archer	Ch3 Forest of Spirits	Kythena Plains	Prism Gem		Robe of Bryttain
Khanon	Sorcerer	Ch3 Audoula Temple on the Lake	Sukavia Gorge	Noble Elixir		
Phyress	Archer	Ch3 Audoula Temple on the Lake	Solde, Church	Golden Egg		300,000 OTH
Ehrde	Archer	Ch3 Audoula Temple on the Lake	Solde, Church			
Lylia	Archer	Ch3 Turgen Mine	Crell Monferaigne, Home		Earth Gem	
Millidia	Archer	Ch3 Turgen Mine	Crell Monferaigne, Home	50,000 OTH		
Zunde	Heavy Warrior	Ch3 Sahma Desert	Coriander, Inn			Goddess Pendant
Ehlen	Heavy Warrior	Ch3 Sahma Desert	Coriander, Inn	50,000 OTH		
Dyn	Heavy Warrior	Ch3 Sahma Desert	Coriander, Inn		Earth Gem	
Arcana	Archer	Ch3 Surts Volcano Caverns	Kalstad, Home		50,000 OTH	
Sophalla	Archer	Ch3 Surts Volcano Caverns	Kalstad, Home			
Psoron	Sorcerer	Ch3 Surts Volcano Caverns	Turgen Mine		Overdrive	

Einherjar Data						
Name	Class	Location	Release	Item 1	Item 2	Item 3
Farant	Sorcerer	Ch3 Surts Volcano Caverns	Turgen Mine	Overdrive		
Seluvia	Sorcerer	Ch3 Chateau Obsession	Audoula Temple on the Lake			Tome of Alchemy
Circe	Light Warrior	Ch3 Crawsus Forest Ruins	Kalstad, Home	Kraadmail		
Rasheeka	Light Warrior	Ch3 Crawsus Forest Ruins	Kalstad, Home	Sage's Arcanum		
Fraudir	Light Warrior	Ch3 Crawsus Forest Ruins	Kalstad, Home		50,000 OTH	
Adonis	Heavy Warrior	Ch3 Crawsus Forest Ruins	Villnore, Home	Warrior's Wit		
Falx	Heavy Warrior	Ch3 Crawsus Forest Ruins	Villnore, Home			Expert's Experience
Lydia	Archer	Ch3 Dragonscrypt	Crell Monferaigne, Home			
Atrasia	Archer	Ch3 Dragonscrypt	Crell Monferaigne, Home			Earth Gem
Lwyn	Light Warrior	Ch3 Palace of the Venerated Dragon	Forest of Spirits		Goddess Tincture	
Crescent	Light Warrior	Ch3 Palace of the Venerated Dragon	Forest of Spirits		Noble Elixir	10 OTH
Ehlen	Heavy Warrior	Ch3 Palace of the Venerated Dragon	Ancient Forest	50,000 OTH		
Guilm	Heavy Warrior	Ch3 Palace of the Venerated Dragon	Ancient Forest		Prism Gem	
Gerald	Heavy Warrior	Ch3 Palace of the Venerated Dragon	Ancient Forest	50,000 OTH		Goddess Tincture
Xehnon	Sorcerer	Ch3 Palace of the Venerated Dragon	Sahma Desert			
Masato	Sorcerer	Ch3 Palace of the Venerated Dragon	Sahma Desert	Prime Elixir		
Aegis	Sorcerer	Ch4 Sukavia Gorge	Solde, Home		Tome of Alchemy	Helgi's Sword

Einherjar Skill Data

With a few exceptions, the difference between Einherjar in a given group (archers, heavy/light warriors, mages) are slight. Each class of Einherjar has the same type of Soul Crush, they generally end up with attributes within a few points of each other at max level, and they largely learn similar attacks (or spells) within their class grouping.

However, there are a few reasons you might wish to reset and reattempt an Einherjar materialization: First, they each come with a unique initial skill. While this does not matter much for most Einherjar, a few begin with a skill that you cannot acquire until substantially later in the game—notably Celes, who begins with Dismantle, an excellent critical ability.

Another difference is the order in which mages learn their spells. While their Holy and Dark base spells come a bit later, you can often choose to get Invoke Feather a bit earlier, in exchange for another spell. Because light warriors and archers also learn a few spells, consider what spells your party members will earn, and then pick an appropriate mage to replace Lezard when he leaves...assuming you want to use a mage at all!

Note that initial main characters don't gain any initial skills, though a few later-story characters do. Certain main characters also leave the party—or, in Valkyrie's case, don't join until the end game—so you may wish to incorporate that into your party planning. Leone and Arngrim both leave at the end of Chapter 3, and Dylan and Lezard depart at the end of Chapter 4. You do receive some Expert's Experience (which

grant 300,000 EXP each) to compensate for the loss of the characters; you generally get just enough to catch up Einherjar to fill the gaps, unless you level well past 30 in Chapters 3 or 4.

The mages each learn one of four different elemental Soul Crushes, each with its own properties.

Mage Great Magic		
Name	Element	Properties
Animate Earth	Fire	5 Hits, 35% Soul Crush increase
Tidal Wave	Water	2 Hits, 68% Soul Crush increase
Maleficent Harm	Earth	2 Hits, 62% Soul Crush increase
Gravity Blessing	Lightning	1 Hit, 42% Soul Crush increase

There are Great Magics for Holy and Dark, but they can be unlocked only by retrieving two weapons from the Seraphic Gate. Any mage equipped with one of those items can use the Holy and Dark Great Magics, both of which are extremely powerful. Gabriel Celeste holds the Dark Staff, Ethereal Queen the Holy Staff.

Mage Ultimate Magics		
Name	Element	Properties
Pale Flare	Dark	12 Hits, 42% Soul Crush increase, from Wand of Apocalypse
Phantom Destruction	Light	8 Hits, 64% Soul Crush increase, from Holy Wand of Telos

Main Characters

Alicia

Menu Magic

Magic Name	Lv Learned	AP
Heal	7	35
Normalize	14	12
Invoke Feather	40	20



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Cutting Edge	Initial	6	10x1Hit
Imperious Act	Initial	7	9x1Hit
Mirage Pierce	Initial	8	12x1Hit
Turnaround	8	5	12x1Hit
Cross Rush	14	7	3x3Hit
Tri Crusade	20	8	3x3Hit
Deep Impact	30	6	4x2Hit
Gale Winds	38	8	5x3Hit
Spiral Pierce	49	9	5x3Hit
Sky-high Edge	Seraphic Gate Treasure	9	4x3Hit

Rufus

Menu Magic

Magic Name	Lv Learned	AP
Sap Power	10	15
Sap Guard	23	15
Dampen Magic	30	15
Guard Reinforce	38	15
Might Reinforce	50	18
Spell Reinforce	60	



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Three-way Attack	Initial	6	5x3Hit
Thunder Arrow	Initial	7	6x2Hit
Absolute Wave	Initial	8	5x4Hit
Stony Decree	6	7	9x1Hit
Aiming Wisp	12	7	4x3Hit
Freezing Lance	17	8	3xHITS
Delayed Thorn	25	7	7xHITS
Shatter Shrapnel	35	9	3x8
Thunder Fall	44	8	5x3Hit
Thunder Break	Seraphic Gate Treasure	9	6x3Hit

Dylan



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Heavyweight	Initial	6	11x1Hit
Double Swing	Initial	7	6x2Hit
Absolute Strike	Initial	8	14x1Hit
High Spike	7	6	10x1Hit
Ground Edge	13	6	10x1Hit
Blast Kick	19	7	12x1Hit
Twister Swing	28	8	5x2Hit
Spin Edge	36	7	10x1Hit
Full Swing	46	9	15x1Hit
Dismember Legion	Seraphic Gate Treasure	8	4x8Hit

Lezard

Magic

Magic Name	Lv Learned	AP
Fire Storm	Initial	18
Poison Blow	7	17
Frigid Damsel	12	16
Lightning Bolt	23	17
Dark Savior	30	21
Prismatic Missile	55	21



Menu Magic

Magic Name	Lv Learned	AP
Thunder Storm	Initial	20
Guard Reinforce	10	15
Explosion	15	20
Earth Grave	18	20
Spell Reinforce	20	18
Invoke Feather	26	40
Dark Savior	30	21

Menu Magic

Magic Name	Lv Learned	AP
Dampen Magic	34	15
Spiritual Thorn	38	28
Chaotic Rune	40	24
Glacial Blizzard	43	20
Astral Maze	52	24
Might Reinforce	60	18

Arngrim



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
High Wind	Initial	7	10x1Hit
Wrenching Swing	Initial	6	9x1Hit
Spinning Back-Knuckle	Initial	6	12x1Hit
Wild Break	8	7	11x1Hit
Total End	13	5	8x1Hit
Double Wind	19	8	5x2Hit
Lost Life	28	6	10x1Hit
Stream Edge	36	8	5x2Hit
Storm Edge	46	9	6x2Hit
Dead End	Seraphic Gate Treasure	8	13x1Hit

Leone



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Assault Step	Initial	5	3x2Hit
Descending Sword	Initial	7	2x4Hit
Surprise Throw	Initial	6	6x2Hit
Overspin	12	6	13x1Hit
Double Wind	20	8	5x2Hit
Soul Pierce	27	8	8x1Hit
Tri Crusade	35	8	3x3Hit
Mist Phantom	42	9	2x4hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Brahms

Initial Skills

Victorious Vitality
Mind Lock
God Destroyer



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Bloody Knuckle	Initial	6	10x1Hit
Backward Flow	Initial	7	10x1Hit
Deadly Raid	Initial	8	4x3Hit
Soul Shaker	49	8	4x3Hit
Overhammer	51	7	11x1Hit
Earth Break	55	8	4x3Hit
Blood Chisel	58	9	4x3Hit
Smashing Hammer	61	8	6x2Hit
Immortal Blow	65	10	2x8Hit
Blood Rain	Seraphic Gate Treasure	9	4x3Hit

Hrist

Initial Skills

Heat Up
Cure Condition



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sideswiper	Initial	6	9x1Hit
Trial of Existence	Initial	8	3x3Hit
Endangerment	Initial	5	7x1Hit
Hurricane Bolt	46	7	10x1Hit
Over Arc	50	6	10x1Hit
Armor Break	54	7	10x1Hit
Entrapment	58	7	4x2Hit
Hurricane Raid	62	8	6x2Hit
Downward Split	66	8	3x4Hit
Furious Advance	Seraphic Gate Treasure	10	18x1Hit

Silmeria

Initial Skills

Regenerate Health
True Seeing



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Stony Decree	Initial	7	9x1Hit
Dual Tusks	Initial	6	6x2Hit
Binding Distortion	Initial	8	3xHITS
Stardust	48	7	3x4Hit
Target Throat	51	7	10x1Hit
Flame Shot	55	9	16x1Hit
Rising Wisp	59	8	7x2Hit
Wave Motion	62	7	9x2Hit
Aiming Wisp	66	7	4x3Hit
Rebellious Truth	Seraphic Gate Treasure	9	4x5Hit

Lenneth

Initial Skills

Heroism
Force Field (1000)



Menu Magic

Magic Name	Lv Learned	AP
Heal	Initial	35
Normalize	Initial	12
Invoke Feather	Initial	40
Guard Reinforce	Initial	15
Might Reinforce	Initial	18

Menu Magic

Magic Name	Lv Learned	AP
Sap Power	53	15
Sap Guard	62	15
Spell Reinforce	56	18
Dampen Magic	58	15
Reflect Sorcery	64	22

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Bolt Slash	Initial	6	10x1Hit
Moment Slide	Initial	5	12x1Hit
Vertical Raid	Initial	7	6x2Hit
Grim Force	51	6	9x1Hit
Feather Sail	54	7	12x1Hit
Glowing Pierce	57	8	5x3Hit
Multiple Attack	60	9	3x4Hit
Succession Slide	63	7	4x4Hit
Ptero Attack	66	8	13x1Hit
Code Break	Seraphic Gate Treasure	8	9x1Hit

Valkyrie

Initial Skills

Toughness
Observation
Mind Lock



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Cutting Edge	Initial	6	9x1Hit
Imperious Act	Initial	7	8x1Hit
Spiral Pierce	Initial	9	4x3Hit
Gale Winds	56	8	4x3Hit
Turnaround	59	5	11x1Hit
Mirage Pierce	61	8	11x1Hit
Cross Rush	64	7	3x3Hit
Tri Crusade	67	8	3x3Hit
Deep Impact	69	6	3x2Hit
Sky-high Edge	Seraphic Gate Treasure	9	3x3Hit

Freya

Initial Skills

Heroism
True Seeing
Giant Killer



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Thunder Strike	Initial	8	3x3Hit
Burst Shot	Initial	8	3x4Hit
Victory Sword	Initial	10	2x6Hit
Flank Attack	51	7	12x1Hit
Crimson Strike	54	8	3x3Hit
Smackdown	57	9	2x5Hit
Mystic Chain	60	9	3x5Hit
Heavenly Punishment	63	42	10x14Hit
Crisis Point	66	8	2x5Hit
Mobius Slide	69	10	13x1Hit

Heavy Warriors

Roland

Initial Skills

Spirit Control



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sideswiper	Initial	7	12x1Hit
Structural Shot	Initial	8	11x1Hit
Smashing Swing	Initial	8	14x1Hit
Blast Kick	8	7	12x1Hit
Overhead Left	16	6	14x1Hit
Dreaded Radius	24	9	15x1Hit
Bloody Cascade	32	13	4x2Hit
Forbid Sound	40	7	9x1Hit
Spinal Current	48	8	3x3Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Kraad

Initial Skills

Fists of Iron



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sideswiper	Initial	7	12x1Hit
Overhead Left	Initial	6	14x1Hit
Sweep Dive	Initial	9	15x1Hit
Iron Bash	8	6	12x1Hit
Disassemble	32	7	9x1Hit
Quick Stab	16	5	8x1Hit
Dreaded Radius	24	9	16x1Hit
Blast Kick	40	7	12x1Hit
Bloody Cascade	48	13	4x2Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Zunde

Initial Skills

Giant Killer



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sweep Dive	Initial	9	15x1Hit
Overhead Left	Initial	6	14x1Hit
Dreaded Radius	Initial	9	16x1Hit
Blast Kick	3	7	12x1Hit
Sideswiper	14	7	12x1Hit
Quick Stab	23	5	8x1Hit
Smashing Swing	31	8	14x1Hit
Structural Shot	40	8	11x1Hit
Bloody Cascade	48	13	4x2Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Aaron

Initial Skills

Double Edge



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sideswiper	Initial	7	12x1Hit
Quick Stab	Initial	5	8x1Hit
Structural Shot	Initial	8	11x1Hit
Smashing Swing	6	8	14x1Hit
Sweep Dive	14	9	15x1Hit
Iron Bash	23	6	12x1Hit
Dreaded Radius	31	9	16x1Hit
Blast Kick	40	7	12x1Hit
Bloody Cascade	48	13	4x2Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Dyn

Initial Skills

Regenerate Health



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Quick Stab	Initial	5	8x1Hit
Lower Split	Initial	8	5x2Hit
Bloody Cascade	Initial	13	4x2Hit
Arm Breaker	6	7	9x1Hit
Iron Bash	14	6	12x1Hit
Smashing Swing	23	8	14x1Hit
Sweep Dive	31	9	15x1Hit
Spinal Current	40	8	3x3Hit
Dreaded Radius	48	9	16x1Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2

Adonis

Initial Skills

Observation



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Arm Breaker	Initial	7	9x1Hit
Disassemble	Initial	7	9x1Hit
Blast Kick	Initial	7	12x1Hit
Quick Stab	7	5	8x1Hit
Overhead Left	15	6	14x1Hit
Sweep Dive	23	9	15x1Hit
Iron Bash	31	6	12x1Hit
Bloody Cascade	40	13	4x2Hit
Dreaded Radius	48	9	16x1Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Guilm

Initial Skills

Toughness

First Aid



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Disassemble	Initial	7	9x1Hit
Overhead Left	Initial	6	14x1Hit
Dreaded Radius	Initial	9	15x1Hit
Iron Bash	9	6	12x1Hit
Arm Breaker	17	7	9x1Hit
Smashing Swing	26	8	14x1Hit
Blast Kick	34	7	12x1Hit
Quick Stab	42	5	8x1Hit
Sweep Dive	50	9	15x1Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Falx

Initial Skills

Ghost Buster



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sideswiper	Initial	7	12x1Hit
Lower Split	Initial	8	5x2Hit
Smashing Swing	Initial	8	14x1Hit
Quick Stab	7	5	8x1Hit
Overhead Left	15	6	14x1Hit
Forbid Sound	23	7	9x1Hit
Dreaded Radius	32	9	15x1Hit
Bloody Cascade	40	13	4x2Hit
Spinal Current	48	8	3x3Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Gerald

Initial Skills

Dragon Slayer



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Quick Stab	Initial	5	8x1Hit
Lower Split	Initial	8	5x2Hit
Arm Breaker	Initial	7	9x1Hit
Smashing Swing	8	8	14x1Hit
Iron Bash	16	6	12x1Hit
Sweep Dive	24	9	15x1Hit
Dreaded Radius	32	9	16x1Hit
Overhead Left	40	6	14x1Hit
Bloody Cascade	48	13	4x2Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Ehlen

Initial Skills

Double Edge



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Smashing Swing	Initial	8	14x1Hit
Structural Shot	Initial	8	11x1Hit
Dreaded Radius	Initial	9	15x1Hit
Sideswiper	8	7	12x1Hit
Forbid Sound	16	7	9x1Hit
Blast Kick	24	7	12x1Hit
Spinal Current	32	8	3x3Hit
Bloody Cascade	40	13	4x2Hit
Sweep Dive	48	9	15x1Hit
Sonic Edge	Seraphic Gate Treasure	10	7x2Hit

Light Warriors

Richelle

Initial Skills

Reflex Movement

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	15	15

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Double Wind	Initial	8	4x2Hit
Ascending Sword	Initial	8	2x4Hit
Assault Step	6	5	3x2Hit
Tri Crusade	14	8	3x3Hit
Overspin	23	6	13x1Hit
Resonating Pain	31	7	2x4Hit
Magic Lock	40	7	5x2Hit
Holy Smite	48	9	5x2Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Sylphide

Initial Skills

Free Item

Menu Magic

Magic Name	Lv Learned	AP
Normalize	7	12
Heal	15	35

Menu Magic

Magic Name	Lv Learned	AP
Spell Reinforce	26	18
Invoke Feather	42	40

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Double Wind	Initial	8	4x2Hit
Assault Step	Initial	5	3x2Hit
Surprise Throw	9	6	6x2Hit
Tri Crusade	17	8	3x3Hit
Magic Lock	26	7	5x2Hit
Holy Smite	34	9	5x2Hit
Descending Sword	43	7	2x4Hit
Resonating Pain	51	9	2x4Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Jessica

Initial Skills

Heat Up

Menu Magic

Magic Name	Lv Learned	AP
Glacial Blizzard	15	20
Spell Reinforce	24	18

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Assault Step	Initial	5	3x2Hit
Surprise Throw	Initial	6	6x2Hit
Double Wind	7	8	4x2Hit
Ascending Sword	16	8	2x4Hit
Resonating Pain	25	9	2x4Hit
Tri Crusade	35	8	3x3Hit
Energy Steal	43	8	6x2Hit
Mist Phantom	52	9	2x4Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Celes

Initial Skills

Dismantle

Menu Magic

Magic Name	Lv Learned	AP
Might Reinforce	25	18

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Soul Pierce	Initial	8	8x1Hit
Descending Sword	Initial	7	2x4Hit
Mist Phantom	Initial	9	2x4Hit
Ascending Sword	7	8	2x4Hit
Surprise Throw	15	6	6x2Hit
Overspin	23	6	13x1Hit
Double Wind	30	8	4x2Hit
Assault Step	38	5	3x2Hit
Energy Steal	45	8	6x2Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Tyrith

Initial Skills

Adversity

Menu Magic

Magic Name	Lv Learned	AP
Might Reinforce	15	18
Sap Guard	30	15

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Ascending Sword	Initial	8	2x4Hit
Assault Step	Initial	5	3x2Hit
Surprise Throw	8	6	6x2Hit
Overspin	16	6	13x1Hit
Soul Pierce	24	8	8x1Hit
Tri Crusade	32	8	3x3Hit
Double Wind	40	8	4x2Hit
Holy Smite	48	9	5x2Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Fraudir

Initial Skills

Guard Motion

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	22	15



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Ascending Sword	Initial	8	2x4Hit
Resonating Pain	Initial	9	2x4Hit
Tri Crusade	8	8	3x3Hit
Mist Phantom	16	9	2x4Hit
Shadow Snap	24	7	5x2Hit
Double Wind	32	8	4x2Hit
Overspin	40	6	13x1Hit
Holy Smite	48	9	5x2
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

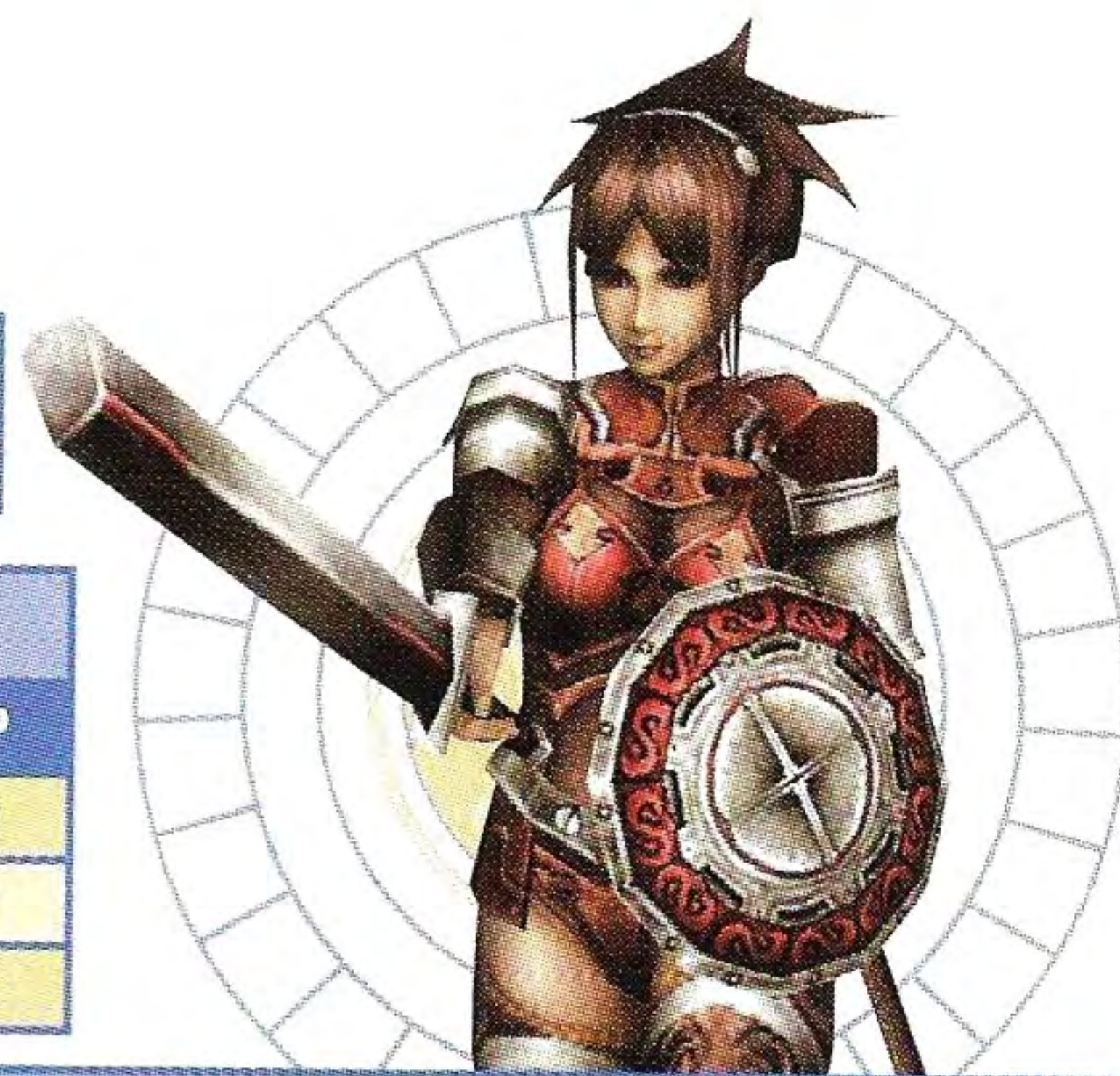
Lwyn

Initial Skills

Unholy Purifier

Menu Magic

Magic Name	Lv Learned	AP
Normalize	14	12
Guard Reinforce	24	15
Astral Maze	44	24



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Assault Step	Initial	5	3x2Hit
Descending Sword	Initial	7	2x4Hit
Overspin	Initial	6	13x1Hit
Surprise Throw	7	6	6x2Hit
Tri Crusade	12	8	3x3Hit
Shadow Snap	17	7	5x2Hit
Mist Phantom	22	9	2x4Hit
Energy Steal	30	8	6x2Hit
Soul Pierce	38	8	8x1Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Circe

Initial Skills

Fortify Physique

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	Initial	15
Sap Power	25	15



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Sunset Luster	Initial	6	9x1Hit
Double Wind	Initial	8	4x2Hit
Energy Steal	Initial	8	6x2Hit
Descending Sword	8	7	2x4Hit
Tri Crusade	16	8	3x3Hit
Assault Step	24	5	3x2Hit
Overspin	32	6	13x1Hit
Soul Pierce	40	8	8x1Hit
Holy Smite	48	9	5x2Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Crescent

Initial Skills

Survival

Menu Magic

Magic Name	Lv Learned	AP
Might Reinforce	15	18
Guard Reinforce	25	15



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Overspin	Initial	6	13x1Hit
Shadow Snap	Initial	7	5x2Hit
Magic Lock	Initial	7	5x2Hit
Assault Step	7	5	3x2Hit
Descending Sword	14	7	2x4Hit
Ascending Sword	22	8	2x4Hit
Tri Crusade	30	8	3x3Hit
Soul Pierce	38	8	8x1Hit
Mist Phantom	46	9	2x4Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Rasheeka

Initial Skills

Missile Protection

Menu Magic

Magic Name	Lv Learned	AP
Explosion	34	20



Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Ascending Sword	Initial	8	2x4Hit
Overspin	Initial	6	13x1Hit
Assault Step	Initial	5	3x2Hit
Double Wind	8	8	4x2Hit
Shadow Snap	16	7	5x2Hit
Tri Crusade	24	8	3x3Hit
Energy Steal	32	8	6x2Hit
Mist Phantom	40	9	2x4Hit
Resonating Pain	48	9	2x4Hit
Second Ruin	Seraphic Gate Treasure	9	2x6Hit

Archers

Sha-kon

Initial Skills

Mind Lock

Menu Magic

Magic Name	Lv Learned	AP
Dampen Magic	20	15

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Dual Tusks	Initial	6	6x2Hit
Poison Shot	Initial	6	9x1Hit
Binding Distortion	Initial	8	3xHITS
Flare Blast	Initial?	6	10x1Hit
Aiming Wisp	17	7	4x3Hit
Shatter Shrapnel	24	9	3x8Hit
Flame Shot	39	9	16x1Hit
Wave Motion	46	7	9x2Hit
Stony Decree	31	7	9x1Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Chrystie

Initial Skills

Magic Mail

Menu Magic

Magic Name	Lv Learned	AP
Normalize	14	12
Heal	23	35
Invoke Feather	45	40

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Single Shot	Initial	4	7x1Hit
Dual Tusks	Initial	6	6x2Hit
Three-way Attack	Initial	6	5x3Hit
Stardust	8	7	3x4Hit
Target Throat	16	6	10x1Hit
Wave Motion	24	7	9x2Hit
Flame Shot	32	9	16x1Hit
Rising Wisp	40	8	7x2Hit
Binding Distortion	48	8	3xHITS
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Phyress

Initial Skills

Psychosoma

Menu Magic

Magic Name	Lv Learned	AP
Explosion	20	20
Thunder Storm	38	20

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Flare Blast	Initial	6	10x1Hit
Shatter Shrapnel	Initial	9	3x8Hit
Flame Shot	Initial	9	16x1Hit
Poison Shot	7	6	9x1Hit
Stony Decree	15	7	9x1Hit
Target Throat	22	6	10x1Hit
Binding Distortion	30	8	3xHITS
Stardust	37	7	3x4Hit
Aiming Wisp	45	7	4x3Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Ehrde

Initial Skills

Magician Slayer

Menu Magic

Magic Name	Lv Learned	AP
Sap Guard	15	15
Might Reinforce	35	18

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Dual Tusks	Initial	6	6x2Hit
Poison Shot	Initial	6	9x1Hit
Flame Shot	Initial	9	16x1Hit
Single Shot	8	4	7x1Hit
Target Throat	16	6	10x1Hit
Binding Distortion	24	8	3xHITS
Stony Decree	32	7	9x1Hit
Stardust	40	7	3x4Hit
Rising Wisp	48	8	7x2Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Lylia

Initial Skills

Victorious Vitality

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Single Shot	Initial	4	7x1Hit
Aiming Wisp	Initial	7	4x3Hit
Rising Wisp	Initial	8	7x2Hit
Dual Tusks	8	6	6x2Hit
Flare Blast	17	6	10x1Hit
Stardust	25	7	3x4Hit
Target Throat	33	6	10x1Hit
Wave Motion	42	7	9x2Hit
Binding Distortion	50	8	3xHITS
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Millidia

Initial Skills

Demon Destroyer

Menu Magic

Magic Name	Lv Learned	AP
Spell Reinforce	56	18
Explosion	65	20
Glacial Blizzard	85	20
Sap Guard	86	15
Sap Power	88	15
Thunder Storm	89	20
Astral-Maze	90	24
Dampen Magic	91	15
Reflect Sorcery	92	22

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	93	15
Might Reinforce	94	18
Chaotic Rune	95	24
Normalize	96	12
Earth Grave	97	20
Spiritual Thorn	97	28
Heal	98	35
Invoke Feather	99	40

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Single Shot	Initial	4	7x1Hit
Poison Shot	Initial	6	9x1Hit
Dual Tusks	Initial	6	6x2Hit
Stony Decree	9	7	9x1Hit
Target Throat	17	6	10x1Hit
Flare Blast	26	6	10x1Hit
Shatter Shrapnel	35	9	3x8Hit
Stardust	43	7	3x4Hit
Flame Shot	52	9	16x1Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Arcana

Initial Skills

Heroism

Menu Magic

Magic Name	Lv Learned	AP
Heal	25	35

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Stony Decree	Initial	7	9x1Hit
Stardust	Initial	7	3x4Hit
Wave Motion	Initial	7	9x2Hit
Three-way Attack	7	6	5x3Hit
Flare Blast	16	6	10x1Hit
Shatter Shrapnel	24	9	3x8Hit
Target Throat	32	6	10x1Hit
Aiming Wisp	40	7	4x3Hit
Binding Distortion	48	8	3xHITS
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Sophalla

Initial Skills

Cure Condition

Menu Magic

Magic Name	Lv Learned	AP
Normalize	25	12

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Three-way Attack	Initial	6	5x3Hit
Dual Tusks	Initial	6	6x2Hit
Poison Shot	Initial	6	9x1Hit
Stony Decree	8	7	9x1Hit
Wave Motion	16	7	9x2Hit
Target Throat	24	6	10x1Hit
Binding Distortion	32	8	3xHITS
Aiming Wisp	40	7	4x3Hit
Stardust	48	7	3x4Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Lydia

Initial Skills

True Seeing

Menu Magic

Magic Name	Lv Learned	AP
Sap Guard	12	15
Might Reinforce	35	18

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Dual Tusks	Initial	6	6x2Hit
Stony Decree	Initial	7	9x1Hit
Stardust	Initial	7	3x4Hit
Wave Motion	8	7	9x2Hit
Target Throat	16	6	10x1Hit
Shatter Shrapnel	23	9	3x8Hit
Rising Wisp	31	8	7x2Hit
Binding Distortion	38	8	3xHITS
Flame Shot	46	9	16x1Hit
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Atrasia

Initial Skills

Beast Bludgeon

Menu Magic

Magic Name	Lv Learned	AP
Dampen Magic	13	15
Reflect Sorcery	45	22

Normal Attacks

Attack Name	Lv Learned	AP	Gauge Increase Amount
Dual Tusks	Initial	6	6x2Hit
Flare Blast	Initial	6	10x1Hit
Shatter Shrapnel	Initial	9	3x8Hit
Stony Decree	Initial	7	9x1Hit
Three-way Attack	Initial	6	5x3Hit
Flame Shot	24	9	16x1Hit
Stardust	32	7	3x4Hit
Rising Wisp	40	8	7x2Hit
Binding Distortion	48	8	3xHITS
Smashing Shot	Seraphic Gate Treasure	9	18x1Hit

Mages

Mithra

Initial Skills

Break Up

Menu Magic

Magic Name	Lv Learned	AP
Normalize	5	12
Glacial Blizzard	10	20
Might Reinforce	12	18
Thunder Storm	18	20
Heal	20	35
Sap Power	22	15
Guard Reinforce	25	18
Invoke Feather	30	40
Spell Reinforce	32	18
Explosion	34	20
Dampen Magic	36	15
Sap Guard	38	15
Earth Grave	41	20
Astral Maze	45	24

Menu Magic

Magic Name	Lv Learned	AP
Spiritual Thorn	48	28
Reflect Sorcery	51	22

Great Magic

Tidal Wave

Magic

Magic Name	Lv Learned	AP
Frigid Damsel	Initial	16
Lightning Bolt	8	17
Fire Storm	16	18
Poison Blow	28	17
Prismatic Missile	43	21
Dark Savior	55	21

Khanon

Initial Skills

Solitary Struggle

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	5	15
Earth Grave	10	20
Sap Power	12	15
Explosion	18	20
Heal	20	35
Might Reinforce	22	18
Spell Reinforce	22	18
Sap Guard	25	15
Normalize	32	12
Glacial Blizzard	34	20
Dampen Magic	36	15
Astral Maze	38	24
Thunder Storm	41	20
Spiritual Thorn	43	28

Menu Magic

Magic Name	Lv Learned	AP
Chaotic Rune	43	24
Reflect Sorcery	51	22

Great Magic

Maleficent Harm

Magic

Magic Name	Lv Learned	AP
Poison Blow	Initial	17
Fire Storm	8	18
Lightning Bolt	16	17
Frigid Damsel	28	16
Dark Savior	45	21
Prismatic Missile	55	21

Woltar

Initial Skills

Weed Whacker

Menu Magic

Magic Name	Lv Learned	AP
Normalize	5	12
Earth Grave	10	20
Heal	12	35
Thunder Storm	18	20
Spell Reinforce	20	18
Guard Reinforce	22	18
Might Reinforce	25	18
Invoke Feather	30	40
Sap Power	32	15
Explosion	34	20
Dampen Magic	36	15
Sap Guard	38	15
Glacial Blizzard	41	20
Astral Maze	43	24

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	51	22
Spiritual Thorn	55	28

Great Magic

Maleficent Harm

Magic

Magic Name	Lv Learned	AP
Poison Blow	Initial	17
Fire Storm	8	18
Lightning Bolt	16	17
Frigid Damsel	28	16
Prismatic Missile	45	21
Dark Savior	48	21

Farant

Initial Skills

Resist Magic

Menu Magic

Magic Name	Lv Learned	AP
Normalize	5	12
Explosion	10	20
Guard Reinforce	12	15
Glacial Blizzard	18	20
Heal	20	35
Sap Power	22	15
Sap Guard	25	15
Might Reinforce	30	18
Spell Reinforce	32	18
Earth Grave	34	20
Dampen Magic	36	15
Invoke Feather	38	40
Thunder Storm	41	20
Astral Maze	43	24

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	51	22
Spiritual Thorn	55	28

Great Magic

Gravity Blessing

Magic

Magic Name	Lv Learned	AP
Lightning Bolt	Initial	17
Frigid Damsel	8	16
Fire Storm	16	18
Poison Blow	28	17
Prismatic Missile	45	21
Dark Savior	48	21

Alm

Initial Skills

Overload

Menu Magic

Magic Name	Lv Learned	AP
Sap Power	Initial	15
Thunder Storm	10	20
Sap Guard	12	15
Explosion	18	20
Guard Reinforce	20	15
Spell Reinforce	22	18
Might Reinforce	25	18
Normalize	30	12
Heal	32	35
Earth Grave	34	20
Dampen Magic	36	15
Astral Maze	38	24
Glacial Blizzard	41	20
Spiritual Thorn	48	28

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	51	22
Chaotic Rune	55	24

Great Magic

Gravity Blessing

Magic

Magic Name	Lv Learned	AP
Lightning Bolt	Initial	17
Frigid Damsel	8	16
Poison Blow	16	17
Fire Storm	28	18
Dark Savior	43	21
Prismatic Missile	45	21

Psoron

Initial Skills

Mental Boost

Menu Magic

Magic Name	Lv Learned	AP
Guard Reinforce	Initial	15
Explosion	10	20
Sap Guard	12	15
Earth Grave	18	20
Sap Power	20	15
Might Reinforce	22	18
Heal	25	35
Normalize	30	12
Spell Reinforce	32	18
Thunder Storm	34	20
Invoke Feather	38	40
Dampen Magic	40	15
Glacial Blizzard	41	20
Astral Maze	43	24

Menu Magic

Magic Name	Lv Learned	AP
Spiritual Thorn	48	28
Reflect Sorcery	55	22

Great Magic

Animate Earth

Magic

Magic Name	Lv Learned	AP
Fire Storm	Initial	18
Poison Blow	8	17
Lightning Bolt	16	17
Frigid Damsel	28	16
Dark Savior	45	21
Prismatic Missile	55	21

Seluvia

Initial Skills

God Destroyer

Menu Magic

Magic Name	Lv Learned	AP
Normalize	5	12
Explosion	10	20
Heal	12	35
Thunder Storm	18	20
Guard Reinforce	20	15
Invoke Feather	22	40
Sap Power	25	15
Might Reinforce	30	18
Spell Reinforce	32	18
Glacial Blizzard	34	20
Dampen Magic	36	15
Sap Guard	38	15
Earth Grave	41	20
Astral Maze	43	24

Menu Magic

Magic Name	Lv Learned	AP
Spiritual Thorn	48	28
Reflect Sorcery	51	22

Great Magic

Gravity Blessing

Magic

Magic Name	Lv Learned	AP
Lightning Bolt	Initial	17
Fire Storm	8	18
Frigid Damsel	16	16
Poison Blow	28	17
Prismatic Missile	45	21
Dark Savior	55	21

Masato

Initial Skills

Bug Swatter

Menu Magic

Magic Name	Lv Learned	AP
Sap Guard	5	15
Earth Grave	10	20
Sap Power	12	15
Glacial Blizzard	18	20
Spell Reinforce	20	18
Heal	22	35
Normalize	25	12
Guard Reinforce	30	15
Might Reinforce	32	18
Explosion	34	20
Dampen Magic	36	15
Chaotic Rune	38	24
Thunder Storm	41	20
Spiritual Thorn	43	28

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	51	22
Astral Maze	55	24

Great Magic

Maleficent Harm

Magic

Magic Name	Lv Learned	AP
Poison Blow	Initial	17
Fire Storm	8	18
Lightning Bolt	16	17
Frigid Damsel	28	16
Dark Savior	45	21
Prismatic Missile	48	21

Xehnon

Initial Skills

Reduce Magic

Menu Magic

Magic Name	Lv Learned	AP
Heal	5	35
Explosion	9	20
Normalize	12	12
Earth Grave	17	20
Guard Reinforce	20	15
Might Reinforce	22	18
Spell Reinforce	25	18
Invoke Feather	30	40
Sap Power	32	15
Thunder Storm	33	20
Dampen Magic	35	15
Sap Guard	38	15
Glacial Blizzard	40	20
Spiritual Thorn	44	28
Astral Maze	47	24

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	50	22
Chaotic Rune	52	24

Great Magic

Animate Earth

Magic

Magic Name	Lv Learned	AP
Fire Storm	Initial	18
Poison Blow	6	17
Lightning Bolt	15	17
Frigid Damsel	27	16
Dark Savior	42	21
Prismatic Missile	54	21

Aegis

Initial Skills

Descaling Might

Menu Magic

Magic Name	Lv Learned	AP
Normalize	5	12
Thunder Storm	10	20
Guard Reinforce	12	15
Glacial Blizzard	18	20
Heal	20	35
Sap Power	22	15
Sap Guard	25	15
Spell Reinforce	30	18
Might Reinforce	32	18
Explosion	34	20
Dampen Magic	36	15
Invoke Feather	38	40
Earth Grave	41	20
Astral Maze	43	24

Menu Magic

Magic Name	Lv Learned	AP
Reflect Sorcery	51	22
Spiritual Thorn	55	28

Great Magic

Tidal Wave

Magic

Magic Name	Lv Learned	AP
Frigid Damsel	Initial	16
Lightning Bolt	8	17
Poison Blow	16	17
Fire Storm	28	18
Prismatic Missile	45	21
Dark Savior	48	21

Forces of Darkness

Enemy Lists

Numerous foes lie in wait to challenge Silmeria and her companions. The normal enemies list is ordered by the power of the creatures, which roughly corresponds to the area of the game you should encounter them. Generally speaking, low-level enemies appear in the early chapters and areas, and high-level enemies appear later in the game (and in the Seraphic Gate).

The enemy resistance tables are ordered by area, so you can quickly examine the exact area you're in and get an idea of what elements you should attack with, as well as what Slayers to bring.

Species	Enemies can belong to multiple species, which is quite useful for you. Any of your specific species-slaying abilities or weapons work just fine against an enemy that has even one weakness to your attacks. Enemies with 'None' as their species are not susceptible to any species-slaying weapons or abilities.
ATK	Attack, the strength of the monster's physical attacks.
MAG	Magic, the strength of the monster's magical attacks.
HIT	Accuracy, the monster's ability to hit a player with a high AVD.
AVD	Avoid, the ability of the monster to dodge physical attacks.
RDM	Resist Damage, the monster's ability to resist physical damage.
RST	Resist Magic, the monster's ability to resist magical damage.
Elements	The monster's resistance to the specific element. Negative numbers indicate a weakness, and 'Absorb' means the monster actually soaks up attacks of that element. Note that these numbers are all percentages.



Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Skeleton	Unholy	1	80	19	3	4	4	0	1	20	0	-50	20	-50	20
Bullet Beetle	Insect	2	65	20	1	5	5	3	1	0	0	0	-20	0	0
Dire Wolf	Beast	86	21	3	8	7	1	2	-50	0	0	0	0	0	
Skeleton Soldier	Unholy	3	114	24	5	6	6	1	2	20	0	-50	20	-50	20
Goblin	Demon	4	132	26	20	12	6	2	4	0	0	0	0	-50	20
Warning Jewel	Magic	5	228	10	18	8	4	4	6	20	0	0	0	0	0
Living Armor	None	6	210	32	5	15	5	7	5	20	-50	0	0	0	0
Giant Bat	Beast	6	320	35	26	10	15	4	6	-20	-20	-20	-20	-20	-20
Flying Fish	Scale	7	350	40	25	18	13	8	2	0	0	0	20	0	0
Kobold	Beast	7	300	48	30	20	15	15	3	-20	0	0	0	0	0
Giant Hawk	Beast	7	332	50	40	26	24	7	5	-20	0	0	0	0	0
Ghost	Ghost/ Unholy	8	142	32	48	20	15	8	3	50	0	-100	50	-50	50
Thunder Hawk	Beast	9	261	58	40	25	30	15	5	-50	80	0	0	0	0
Sack Mimic	Magic	9	408	67	47	19	27	3	1	100	100	0	100	100	100
Kobold Knight	Beast	10	504	65	4	41	25	14	7	-20	0	0	0	0	0
Toxic Flower	Plant/Insect	10	528	72	52	38	22	10	5	50	0	-50	0	0	0

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Skull Fish	Scaled	10	850	90	65	40	25	14	7	0	-30	-50	75	0	0
Owlbear	Giant/Beast	11	1008	72	34	36	24	15	10	-20	0	-10	0	0	0
Crust Golem	Giant	12	1380	90	50	25	10	20	12	100	-50	0	0	0	0
Strobila	Scaled	12	1584	160	65	26	23	20	10	20	0	0	50	0	0
Lizard Man	Scaled	13	1104	115	55	30	40	25	15	-20	0	0	-50	0	0
Deep One	Scaled	13	1056	125	77	30	24	22	28	0	0	-50	20	0	0
Lizard Lord	Scaled	14	1380	130	80	32	45	33	18	-50	0	0	-50	0	0
Giant Snail	Giant	14	1500	172	145	35	10	20	1	20	0	0	0	0	0
Wasp Nest	Ghost/ Insect	14	1200	160	125	33	26	1	1	40	60	-100	80	80	80
Goat Man	Demon/ Beast	15	825	75	35	40	20	10	8	0	0	0	0	-20	20
Fire Bat	Beast	15	1450	210	135	44	40	14	6	-20	-20	50	-20	-20	-20
Damp Clayman	Giant/Plant/ Unholy	16	3120	200	184	36	29	26	27	0	50	-20	20	50	0
Giant Scarab	Giant	16	1200	230	120	35	25	33	1	0	0	0	-20	0	0
Sand Flower	Plant/Insect	16	920	220	160	35	30	18	5	50	0	-20	0	0	0
Cybersaur	Scaled	17	2000	260	140	70	50	48	20	-20	0	0	-50	0	0
Giant Crab	Giant	17	1800	175	150	32	10	65	10	0	0	0	20	20	0

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Red Lizard	Scaled	17	1350	240	135	55	60	30	9	-20	0	50	-100	0	0
Hellhound	Beast	17	1550	235	140	52	50	27	8	-50	0	Absorb	-100	0	0
Troll	Giant	18	1800	200	100	38	20	18	7	-50	0	-80	0	0	0
Red Jewel	Magic	18	1980	125	155	34	38	12	30	20	0	100	0	0	0
Giant Skeleton	Unholy	18	1550	260	100	45	40	35	15	20	0	-50	-20	-50	20
Will-o'-the-Wisp	Ghost/ Unholy	18	1380	165	165	40	25	24	5	0	20	-50	0	-50	0
Wild Lizard	Scaled	19	2640	255	125	30	15	35	7	-50	-50	0	-50	-50	-50
Trash Demon	Demon	19	1700	265	180	38	45	32	12	0	0	0	0	-50	20
Desert Beast	Giant/Beast	20	2400	220	180	52	30	42	4	0	0	0	0	0	0
Skeleton Soldier	Unholy	20	2100	250	140	48	42	40	10	20	-50	25	0	0	0
Satyr	Demon/ Beast	20	1500	270	125	76	30	20	6	0	0	0	0	0	0
Troll Chief	Giant	21	5760	300	75	40	25	40	5	-50	0	-80	0	0	0
Vampire Bat	Beast	21	1580	231	142	55	50	34	31	-20	-20	-50	-20	-20	0
Unclean Glob	Giant/Plant/ Unholy	22	5040	332	204	48	38	50	44	100	100	-20	0	0	20
Tear Soul	Ghost/ Unholy	22	1300	183	161	44	36	22	7	50	100	-50	50	-50	50
Disgusting Shell	Giant	23	3060	263	173	50	12	22	1	20	0	0	0	0	0

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Bolt Dragon	Dragon/ Giant/Scaled	23	2400	295	201	48	45	56	7	50	100	20	-20	0	0
Electrical Chip	Ghost/ Insect	24	1650	242	155	54	45	1	1	-50	Absorb	0	0	50	50
Greater Demon	Demon/ Scaled/ Magic	25	9000	220	240	60	32	50	65	0	0	0	0	-50	50
Dragon	Dragon/ Giant/Scaled	25	35000	250	200	65	3	80	120	20	20	20	20	20	20
Vampire	Unholy/ Magic	25	3600	277	203	50	40	43	59	50	0	-50	50	-50	50
Shaman Chief	Magic	25	3600	285	217	52	52	35	65	-100	100	0	0	-50	50
Gun Fish	Scaled	25	2250	380	280	50	40	22	4	0	0	0	20	0	0
Land Kraken	Giant	25	8220	310	164	50	42	53	18	100	-50	-20	20	0	0
Berserker	Giant	26	7800	300	50	65	45	35	10	0	0	0	0	0	0
Wild Troll	Giant	26	7800	303	154	55	44	63	10	100	-100	0	0	-50	50
Green Coral	Insect	26	3600	420	380	56	40	26	7	20	0	0	50	0	0
Muscular Stalker	Giant	26	5300	550	180	65	45	73	23	0	0	0	0	0	0
Phantom Guardian	Ghost/ Unholy	27	1450	260	300	55	48	24	8	50	0	50	50	-50	50
Iron Golem	None	28	5400	388	280	63	44	80	1	-100	50	0	0	0	0
Spectral Knight	None	28	2750	360	275	65	55	58	15	20	-50	0	0	0	0
Green Jewel	Magic	28	1800	200	330	72	62	14	35	50	0	20	20	20	20

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Dryad	Magic	29	2650	290	350	70	70	60	147	0	0	0	0	Absorb	0
Gigantic Claws	Giant	29	6900	480	320	66	10	85	56	0	0	0	20	0	0
Dragon Bat	Giant/ Scaled/ Beast	30	3600	460	325	64	53	74	16	0	0	20	20	0	0
Winter Wolf	Beast	30	3100	400	440	60	55	30	10	-50	0	-100	Absorb	0	0
Ice Devil	Demon	31	3000	380	500	66	55	32	9	0	0	100	100	-50	20
Flying Killer	Scaled	31	2450	470	420	60	45	28	5	0	0	0	20	0	0
Necromancer	Magic	32	3960	280	400	72	52	54	105	0	0	0	0	-50	50
Ice Troll	Giant	32	6950	680	220	60	50	35	7	-50	0	-100	80	0	0
Lizard Knight	Scaled	32	2700	420	450	70	75	35	10	-20	0	0	-50	0	0
Gigantic Moth	Giant	32	3800	520	460	60	20	32	1	20	0	0	0	0	0
Meteoric Swarm	Ghost/ Insect	33	2350	450	430	72	60	0	0	0	0	Absorb	-50	50	50
Kobold Warrior	Beast	35	4000	434	289	78	48	72	22	-20	0	0	0	0	0
Beast Fort	Giant/Beast	35	5640	630	580	75	40	68	10	0	0	0	0	0	0
Elven Wolf	Beast	35	4000	423	279	72	66	48	19	-50	0	0	0	0	0
Elven Hawk	Beast	36	3250	393	254	84	78	52	28	-20	80	0	0	20	0
Mimetic Flower	Plant/Insect	36	2400	361	229	86	72	58	30	50	0	-60	0	0	0

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Lizard King	Scaled	36	3850	460	312	96	60	80	26	-20	0	0	-50	0	0
Kobold Lord	Beast	37	4680	436	291	84	72	96	28	-20	0	0	0	0	0
Maneater	Plant	37	6600	525	329	96	78	15	128	20	0	-50	0	0	0
Life Stealer	Demon	37	3600	459	311	76	88	65	20	0	0	0	0	-50	20
Capricorn	Beast	37	3200	720	250	90	50	35	10	0	0	0	0	0	0
Aesir (Archers)	God	37	4300	800	420	62	45	90	10	0	0	0	0	50	0
Aesir (Medic)	God	37	3900	725	600	62	45	65	10	0	0	0	0	50	0
Aesir (Guards)	God	38	4600	825	450	65	50	92	15	0	0	0	0	50	0
Sky Lizard	Giant/Scaled	38	7080	502	336	76	69	88	24	0	0	20	-20	0	0
Prince of Hel	Demon	38	4560	432	324	100	70	45	30	0	0	0	0	-50	100
Holy Order	God	38	3250	800	850	75	80	65	18	20	-50	0	0	50	0
Persistent Pursuer	God/Giant	41	5200	850	500	80	65	80	11	0	0	0	0	-80	0
Human Sacrifice	Ghost/Unholy	41	2800	500	450	85	70	32	12	50	0	50	50	-50	50
Hrisvelgr	God/Beast	41	4680	650	540	90	100	7	130	-20	80	20	20	50	-20
Fatal Vermin	Plant/Insect	42	4560	620	500	85	70	90	45	50	0	-50	0	0	0
Aesir (Patrol)	God	43	6200	900	450	82	62	80	15	0	0	0	0	50	0

Normal Enemies

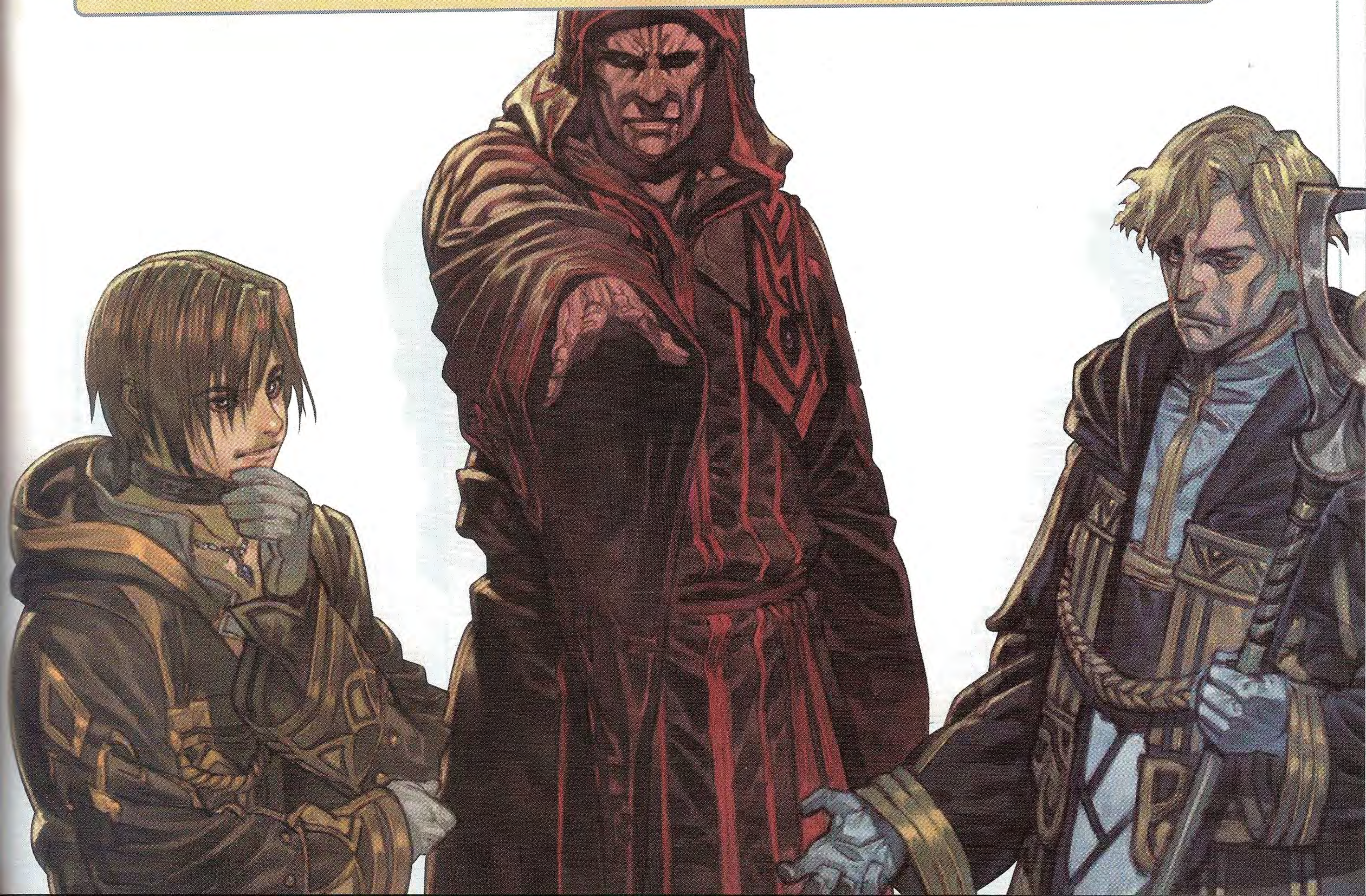
Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Black Jewel	Magic	43	4200	200	430	60	60	22	40	50	0	20	20	20	Absorb
Wild Wolf	Beast	43	4200	1000	1000	90	60	50	40	-50	0	0	0	0	0
Armor Beetle	Insect	44	5300	850	500	85	120	150	10	0	0	0	-20	0	0
Idisi	Magic	44	7440	950	750	90	80	30	500	0	0	0	0	Absorb	0
Giant Troll	Giant	44	10560	1000	250	85	70	60	5	-50	0	-80	0	0	0
Dimensional Beast	Giant	45	20400	935	750	90	50	80	40	0	-50	-20	20	50	0
Strayer	Magic	45	4700	400	700	95	78	40	170	0	0	0	0	-50	50
Tyrannosaurus Rex	Giant	45	5800	800	700	90	10	130	10	20	0	0	0	0	0
Highlander	Giant	45	6000	1200	1200	60	45	90	40	0	0	0	0	0	0
Sacred Sack	God/Magic	45	6000	750	600	85	60	65	1	Absorb	Absorb	0	Absorb	Absorb	Absorb
Roper	Plant	46	6800	900	740	100	82	25	200	20	0	-50	0	0	0
Aesir (Guards)	God	46	7740	1075	650	90	75	90	25	0	0	0	0	50	0
Deathdog	Beast	46	6300	1150	600	95	92	75	12	Absorb	0	-50	20	0	20
Gluttonous Bug	Giant/Insect	47	12000	1150	1000	95	40	65	18	-20	0	-20	0	0	0
Aesir (Commander)	God	47	4850	1000	800	80	60	85	10	0	0	0	0	50	0
Abyss Dragon	Dragon/ Giant/ Unholy	48	21600	1000	800	82	44	45	80	100	0	-50	50	-50	50

Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Guardian Diva	God	48	7200	1200	600	80	60	140	1	100	-50	0	0	50	0
Divine Slave	God/Giant	48	6850	1150	500	120	85	125	16	0	0	0	0	50	0
Magic Mirror	Magic	48	7800	600	800	90	65	30	80	100	-100	0	0	50	0
Invasive Arsonist	Giant	49	20400	1600	1000	120	80	100	70	50	0	100	-50	0	0
Red Dragon	Dragon/ Giant/Scaled	50	12000	1325	900	100	80	120	40	20	20	Absorb	-50	20	20
Silver Dragon	Dragon/ Giant/Scaled	52	22800	1500	1200	100	92	150	55	20	20	80	20	20	20
Elder Bat	Beast	50	6850	1200	750	100	120	70	40	20	20	50	20	20	0
Rotting Demon	Demon/ Unholy	50	7200	1150	680	100	90	80	20	20	0	50	20	50	20
Undead Master	Magic	51	7800	850	1200	120	88	75	200	0	0	0	0	50	abs
EMETH	None	52	7500	1200	750	180	90	160	1	100	50	0	0	0	50
Gigantic Dragon	Dragon/ Scaled	52	8600	1300	200	80	70	250	20	50	50	50	50	50	50
Baphomet	Demon/ Beast	52	6800	1300	800	125	85	70	18	0	0	0	0	50	50
Prism Jewel	Magic	52	7500	600	800	100	80	40	50	abs	abs	abs	abs	50	50
Elder Vampire	Unholy/ Magic	53	9200	1250	1000	110	85	100	100	50	0	50	50	50	20
Nymph	Magic	53	8000	1000	1250	115	95	40	550	0	0	0	0	abs	0
Type 44 Demon	Demon/ Scaled/ Magic	54	9700	1200	1300	100	75	70	220	0	0	0	0	50	100


Normal Enemies

Enemy Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
Paragriffon	Giant/Beast	54	18000	1400	1200	120	120	95	22	20	20	0	0	0	0
Slight Devil	Demon	55	15000	1300	950	135	120	135	20	70	0	100	70	0	70
Gigantic Troll	Giant	56	40000	1650	700	100	70	135	150	50	0	80	0	0	0
Lord Bat	Unholy/ Beast	56	8500	1200	1000	100	120	75	40	20	20	50	20	20	0
Slop	Giant/Plant/ Unholy	57	50000	1700	1200	80	120	80	100	abs	abs	20	0	0	20
Castle Cannon	Giant/Beast	57	35000	1450	600	120	120	140	20	20	20	0	0	0	0
Vampire Lord	Unholy/ Magic	60	45000	1300	1400	150	100	100	100	80	20	50	80	50	80
Pyrohydra	Giant/Scaled	61	42000	1500	1600	120	65	100	45	0	50	abs	50	0	0



Boss Encounters











Chapter 1

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Ballistic Rhino	Giant/Beast	6	816	30	10	10	2	6	1	0	0	0	0	0	0








Chapter 2

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Primordial Ooze	Giant/Plant/Unholy	8	1440	40	20	10	18	5	10	80	80	-20	0	0	20






Chapter 3

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Wyvern	Giant/Scale	14	1920	95	34	23	80	28	5	0	0	20	-20	0	0
	Wyvern (bottom)	Scale	13	850	110	25	25	40	10	5	-50	-50	-50	-50	-50	-50
	Kraken	Giant	19	6000	155	42	40	130	32	15	0	-50	-20	20	0	0
	Queen Wasp	Giant/Insect	20	5280	198	47	42	163	36	37	-20	0	-20	0	0	0
	Griffon	Giant/Beast	22	3360	480	54	24	350	45	15	-20	20	0	0	0	0
	Evolver (first)	Giant	26	7800	285	55	50	185	45	15	50	0	100	-50	0	0
	Evolver (second)	Giant	26	8640	300	60	45	200	50	20	20	0	Absorb	-80	0	0
	Lady Cleo	Unholy/Magic	22	8160	200	280	10	280	50	50	100	-50	0	0	50	0
	Hydra	Giant/Scale	29	13200	348	64	60	212	30	56	Absorb	50	0	-50	0	50
	Dragon Zombie	Dragon/Giant/Unholy	35	22200	495	362	82	44	57	39	100	0	-50	50	-50	50


Chapter 4

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Gigantic Wasp	Giant/Insect	42	24000	1200	1000	120	100	132	70	-20	0	-20	0	0	0
	Kobold King	Beast	40	19200	3200	2400	85	75	115	30	-20	0	0	0	0	0
	Ull	God	42	32400	700	600	100	75	40	25	0	0	-50	50	0	0
	Gyne	Magic	40	15000	550	780	82	55	40	85	0	50	50	50	0	0
	Walther	Magic	42	17000	500	820	92	65	50	80	20	0	0	0	20	20
	Arngrim	None	42	21000	1000	250	85	70	40	25	0	0	50	0	0	0
	Hrist	God	45	24000	850	600	95	75	80	50	50	50	50	50	70	30








Chapter 5

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Arectaris	Giant/Plant	47	30000	489	15	440	100	80	50	0	50	0	0	0	0
	Heimdall	God	68	30000	925	100	815	100	100	25	30	30	30	0	80	50
	Odin	God/Magic	56	36000	1600	100	1400	80	130	80	20	80	50	0	80	50
	White Dragon	Dragon/ Giant/Scale	51	24000	1400	90	950	110	115	45	0	0	-50	Absorb	0	0
	Freya	God	65	43200	1450	120	2000	135	120	150	20	50	0	50	80	20

Chapter 6

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Homunculus Silmeria	God/Unholy	59	36000	2800	40	1800	40	120	120	20	50	-20	50	50	50
	Homunculus Lezard	God/Unholy	62	72000	1900	100	1700	110	100	250	80	50	-20	50	0	50
	Lezard Valeth	Magic	62	86400	1900	100	1750	110	100	250	80	80	80	80	20	80
	Transcendental Being	Magic	63	108000	2100	100	1900	110	100	280	80	80	80	80	20	80
	Anarchic Entity	Magic	65	120000	2200	122	2000	130	132	200	80	80	80	80	80	80

Seraphic Gate

	Name	Species	LV	HP	ATK	MAG	HIT	AVD	RDM	RST	Earth	Thunder	Fire	Ice	Holy	Dark
	Dirna Hamilton	Magic	64	144000	1700	120	2400	80	120	220	50	80	100	20	50	50
	Gabriel Celeste	God/Demon/Magic	69	240000	3000	140	2800	250	150	180	50	50	50	80	50	80
	Woden	God/Magic	72	480000	3200	120	3600	280	130	350	20	Absorb	50	0	80	50
	Obsessed Ex	Magic	80	540000	2600	130	4200	260	110	400	20	50	80	50	0	80
	Freya	God	85	1020000	5000	200	5000	420	220	350	20	20	20	20	80	0
	Ethereal Queen	God/Demon/Magic	90	1200000	6000	230	10000	500	230	800	75	75	75	75	50	50
	Determined Dirna	Magic	99	1440000	5800	255	12000	400	255	1000	50	100	Absorb	0	50	50

Enemies by Area

The following lists allow you to quickly evaluate the opposition in a given dungeon or wilderness area. Bring along appropriate species-slaying weapons and abilities to make the battles much easier. Remember that Ghosts require a slayer (or magic) to be hit at all.

Note that the species lists only count *normal* enemies, because you fight more of them than the bosses or mini-bosses in a given area.

Chapter 1

Lost Woods

Species: Unholy, Beast, Insect

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Skeleton	Unholy	20/0/-50/20/-50/20
Dire Wolf	Beast	-50/0/0/0/0/0
Bullet Beetle	Insect	0/0/0/-20/0/0

Royal Underground Path

Species: Unholy, Beast, Insect, Demon

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Skeleton	Unholy	20/0/-50/20/-50/20
Dire Wolf	Beast	+50/0/0/0/0/0
Bullet Beetle	Insect	0/0/0/-20/0/0
Goblin	Demon	0/0/0/0/-50/20
Skeleton Soldier	Unholy	20/0/-50/20/-50/20

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Ballistic Rhino	Giant/Beast	0/0/0/0/0/0

Chapter 2

Dipan Dungeons

Species: Unholy, Demon, Magic, None

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Skeleton Soldier	Unholy	20/0/-50/20/-50/20
Goblin	Demon	0/0/0/0/-50/20
Warning Jewel	Magic	20/0/0/0/0/0
Living Armor	None	20/-50/0/0/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Primordial Ooze	Giant/Plant/Unholy	80/80/-20/0/0/20

Kythena Plains

Species: Magic, Demon, Beast, Scale

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Warning Jewel	Magic	20/0/0/0/0/0
Flying Fish	Scale	0/0/0/20/0/0
Living Armor	None	20/-50/0/0/0/0
Giant Bat	Beast	-20/-20/-20/-20/-20/-20
Goblin	Demon	0/0/0/0/-50/20
Dire Wolf	Beast	-50/0/0/0/0/0



Chapter 3

Serdberg Mountain Ruins

Species: 5x Beast, 2x Giant, Magic, Unholy, Ghost

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Kobold	Beast	-20/0/0/0/0/0
Kobold Knight	Beast	-20/0/0/0/0/0
Sack Mimic	Magic	100/100/0/100/100/100
Giant Hawk	Beast	-20/0/0/0/0/0
Ghost	Ghost/Unholy	50/0/-100/50/-50/50
Crust Golem	Giant	100/-50/0/0/0/0
Thunder Hawk	Beast	-50/80/0/0/0/0
Owlbear	Beast/Giant	-20/0/-10/0/0/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Crust Golem	Giant	100/-50/0/0/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Wyvern	Giant/Scale	0/0/20/-20/0/0
Wyvern (Bottom)	Scale	-50/-50/-50/-50/-50/-50

Turgen Mine

Species: Scale, Giant, Ghost, Insect

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Lizard Lord	Scale	-50/0/0/0/0/0
Snail	Giant	20/0/0/0/0/0
Wasp Nest	Ghost/Insect	40/60/-100/80/80/80

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Queen Wasp	Giant/Insect	-20/0/-20/0/0/0

Audoula Temple on the Lake

Species: 5x Scale, Giant

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Skull Fish	Scale	0/-30/-50/75/0/0
Lizard Man	Scale	-20/0/0/-50/0/0
Lizard Lord	Scale	-50/0/0/-50/0/0
Deep One	Scale	0/0/-50/20/0/0
Giant Crab	Giant	0/0/0/20/20/0
Strobila	Scale	20/0/0/50/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Kraken	Giant	0/-50/-20/20/0/0

Ancient Forest

Species: 4x Beast, 2x Giant, Magic, Plant, Insect, Demon

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Toxic Flower	Plant/Insect	50/0/-50/0/0/0
Thunder Hawk	Beast	-50/80/0/0/0/0
Owlbear	Giant/Beast	-20/0/-10/0/0/0
Kobold Knight	Beast	-20/0/0/0/0/0
Sack Mimic	Magic	100/100/0/100/100/100
Goat Man	Demon/Beast	0/0/0/0/-20/20
Troll	Giant	-50/0/-80/0/0/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Cybersaur	Scale	-20/0/50/-100/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Griffon	Giant/Beast	-20/20/0/0/0/0

Sahma Desert

Species: 2x Giant, Plant, Insect, Beast

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Giant Scarab	Giant	0/0/0/-20/0/0
Sand Flower	Plant/Insect	50/0/-20/0/0/0
Desert Beast	Giant/Beast	0/0/0/0/0/0

Surts Volcano Caverns

Species: 2x Scale, 2x Beast, Giant, Unholy, Magic

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Giant Scarab	Giant	0/0/0/-20/0/0
Fire Bat	Beast	-20/-20/50/-20/-20/-20
Skeleton Soldier	Unholy	20/-50/25/0/0/0
Hellhound	Beast	-50/0/ABS/-100/0/0
Red Jewel	Magic	20/0/100/0/0/0
Red Lizard	Scale	-20/0/50/-100/0/0
Wild Lizard	Scale	-50/-50/0/-50/-50/-50

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Evolver	Giant	50/0/100/-50/0/0
Evolver (second)	Giant	20/0/ABS/-80/0/0

Chateau Obsession

Species: 2x Demon, 2x Unholy, Beast, Ghost, Giant

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Will-o'-the-Wisp	Ghost/Unholy	0/20/-50/0/-50/0
Satyr	Demon/Beast	0/0/0/0/0/0
Giant Skeleton	Unholy	20/0/-50/20/-50/0
Trash Demon	Demon	0/0/0/0/-50/20
Troll Chief	Giant	-50/0/-80/0/0/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Dragon	Dragon/Giant/Scale	20/20/20/20/20/20
Greater Demon	Demon/Scale/Magic	0/0/0/0/-50/50

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Berserker	Giant	0/0/0/0/0/0
Lady Cleo	Unholy/Magic	100/-50/0/0/50/0

Crawsus Forest Ruins

Species: 4x Unholy, 3x Ghost, 3x Giant, Beast, Dragon, Insect, Magic, Plant, Scale

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Vampire Bat	Beast	-20/-20/-50/-20/-20/0
Disgusting Shell	Giant	20/0/0/0/0/0
Tear Soul	Ghost/Unholy	50/100/-50/50/-50/50
Electrical Chip	Ghost/Insect	-50/Abs/0/0/50/50
Phantom Guardian	Ghost/Unholy	50/0/50/50/-50/50
Vampire	Unholy/Magic	50/0/-50/50/-50/50
Bolt Dragon	Dragon/Giant/Scale	50/100/20/-20/0/0
Unclean Glob	Giant/Plant/Unholy	100/100/-20/0/0/20
Land Kraken*	Giant	100/-50/-20/20/0/0

* If either of the Earth-related Sealstones in the dungeon are set on a Dais, the Land Kraken shows up as a normal enemy.

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Shaman Chief	Magic	-100/100/0/0/-50/50
Wild Troll	Giant	100/-100/0/0/-50/50

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Hydra	Giant/Scale	ABS/50/0/-50/0/50

Dragonscrypt

Species: Scale, Insect

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Gun Fish	Scale	0/0/0/20/0/0
Green Coral	Insect	20/0/0/50/0/0

Palace of the Venerated Dragon

Species: 3x Magic, 2x Giant, Scale, Beast, Unholy

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Phantom Guardian	Ghost/Unholy	50/0/50/50/-50/50
Iron Golem	None	-100/50/0/0/0/0
Spectral Knight	None	20/-50/0/0/0/0
Gigantic Claws	Giant	0/0/0/20/0/0
Green Jewel	Magic	50/0/20/20/20/20
Dragon Bat	Giant/Scale/Beast	0/0/20/20/0/0
Necromancer	Magic	0/0/0/0/-50/50
Dryad	Magic	0/0/0/0/ABS/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Muscular Stalker	Giant	0/0/0/0/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Dragon Zombie	Dragon/Giant/Unholy	100/0/-50/50/-50/50

Sukavia Gorge

Species: Demon, Giant, Beast

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Ice Devil	Demon	0/0/100/100/-50/20
Ice Troll	Giant	-50/0/-100/80/0/0
Winter Wolf	Beast	-50/0/-100/ABS/0/0

Royal Underground Path

Species: 2x Scale, Demon, Ghost, Insect, Giant, Beast

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Gigantic Moth	Demon	20/0/0/0/0/0
Flying Killer	Scale	0/0/0/20/0/0
Meteoric Swarm	Ghost/Insect	0/0/ABS/-50/50/50
Lizard Knight	Scale	-20/0/0/-50/0/0
Beast Fort	Giant/Beast	0/0/0/0/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Aesir (Guards)	God	0/0/0/0/50/0
Ull	God	0/0/-50/50/0/0

Chapter 4

Ancient Forest (revisited)

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Gigantic Wasp	Giant/Insect	-20/0/-20/0/0/0

Turgen Mine (revisited)

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Kobold King	Beast	-20/0/0/0/0/0

Dipan Castle

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Gyne	Magic	0/50/50/50/0/0
Walther	Magic	20/0/0/0/20/20
Arngrim	None	0/0/50/0/0/0
Hrist	God	50/50/50/50/70/30

Chapter 5



Forest of Spirits



Species: 4x Beast, 2x Plant, 2x Scale, Insect, Giant, Demon

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Mimetic Flower	Plant/Insect	50/0/-60/0/0/0
Maneater	Plant	20/0/-50/0/0/0
Elven Hawk	Beast	-20/80/0/0/20/0
Sky Lizard	Giant/Scale	0/0/20/-20/0/0
Elven Wolf	Beast	-50/0/0/0/0/0
Kobold Warrior	Beast	-20/0/0/0/0/0
Kobold Lord	Beast	-20/0/0/0/0/0
Lizard King	Scale	-20/0/0/-50/0/0
Life Stealer	Demon	0/0/0/0/-50/20

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Prince of Hel	Demon	0/0/0/0/-50/100

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Arectaris	Giant/Plant	0/50/0/0/0/0

Dipan Castle (revisited)



Species: God, Beast

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Holy Order	God	20/-50/0/0/50/0
Capricorn	Beast	0/0/0/0/0/0

Ravine Caverns



Species: 3x God, Demon, Giant

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Life Stealer	Demon	0/0/0/0/-50/20
Persistent Pursuer	God/Giant	0/0/0/0/-80/0
Aesir (Archers)	God	0/0/0/0/50/0
Aesir (Patrol)	God	0/0/0/0/50/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
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Bifrost



Species: 3x God, Giant

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Aesir (Guards)	God	0/0/0/0/50/0
Aesir (Medic)	God	0/0/0/0/50/0
Dimensional Beast	Giant	0/-50/-20/20/50/0
Heimdall	God	30/30/30/0/80/50

Yggdrasil



Species: 2x God, 2x Beast, 2x Insect, 2x Magic, Plant, Unholy, Ghost

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Aesir (Imperial)	God	0/0/0/0/50/0
Hrisvelgr	God/Beast	-20/80/20/20/50/-20
Wild Wolf	Beast	-50/0/0/0/0/0
Armor Beetle	Insect	0/0/0/-20/0/0
Idisi	Magic	0/0/0/0/ABS/0
Roper	Plant	20/0/-50/0/0/0
Human Sacrifice	Ghost/Unholy	50/0/50/50/-50/50
Strayer	Magic	0/0/0/0/-50/50
Gluttonous Bug	Giant/Insect	-20/0/-20/0/0/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Highlander	Giant	0/0/0/0/0/0
Invasive Arsonist	Giant	50/0/100/-50/0/0
Abyss Dragon	Dragon/Giant/Unholy	100/0/-50/50/-50/50

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Odin	God/Magic	20/80/50/0/80/50
White Dragon	Dragon/Giant/Scale	0/0/-50/ABS/0/0

Valhalla

Species: 4x God, 2x Giant, 2x Magic, Beast, Scale, Dragon

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Aesir	God	0/0/0/0/50/0
Deathdog	Beast	ABS-0/-50/20/0/20
Guardian Diva	God	100/-50/0/0/50/0
Sacred Sack	God/Magic	ABS/ABS/0/ABS/ABS/ABS
Magic Mirror	Magic	100/-100/0/0/50/0
Red Dragon	Dragon/Giant/Scale	20/20/ABS/-50/20/20
Divine Slave	God/Giant	0/0/0/0/50/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Silver Dragon	Dragon/Giant/Scale	20/20/80/20/20/20

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Freya	God	20/50/0/50/80/20

Chapter 6



Tower of Lezard Valeth

Species: 5x Magic, 3x Demon, 3x Beast, 3x Scale, 2x Unholy, 2x Giant, Dragon

Enemy Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Rotting Demon	Demon/Unholy	20/20/50/20/20/0
Elder Bat	Beast	20/20/50/20/20/0
Gigantic Dragon	Dragon/Scale	50/50/50/50/50/50
Undead Master	Magic	0/0/0/0/50/ABS
Prism Jewel	Magic	ABS/ABS/ABS/ABS/50/50
EMETH	None	100/50/0/0/0/50
Baphomet	Demon/Beast	0/0/0/0/50/50
Paragriffon	Giant/Beast	20/20/0/0/0/0
Nymph	Magic	0/0/0/0/ABS/0
Type 44 Demon	Demon/Scale/Magic	0/0/0/0/50/100
Elder Vampire	Unholy/Magic	50/0/50/50/50/20
Pyrohydra	Giant/Scale	0/50/ABS/50/0/0

Mini-Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Lord Bat	Unholy/Beast	20/20/50/20/20/0
Vampire Lord	Unholy/Magic	80/20/50/80/50/80
Slight Devil	Demon	70/0/100/70/0/70
Gigantic Troll	Giant	50/0/80/0/0/0
Slop	Giant/Plant/Unholy	ABS/ABS/20/0/0/20
Castle Cannon	Giant/Beast	20/20/0/0/0/0

Boss Resistances

Name	Species	Earth/Lightning/Fire/Ice/Holy/Dark
Homunculus Silmeria	God/Unholy	20/50/-20/50/50/50
Homunculus Lezard	God/Unholy	80/50/-20/50/0/50
Lezard Valeth	Magic	80/80/80/20/80
Transcendental Being	Magic	80/80/80/80/20/80
Anarchic Entity	Magic	80/80/80/80/80/80



Enemy Drops by Area and Location



In addition to knowing your opposition's resistances, sometimes you want to know what you can find in a given area. The following lists organize the enemies by area, along with their drops for each location on their body, as well as the item they drop if you perform a Direct Assault (kill the leader in time).

Lost Woods

Enemy Name	Items	Leader Item
Skeleton	Warrior's Arcanum (upper body), Bonemeal (both arms), Skull Receptacle (head), Black Crystal (lower body), Dead Ashes	Broken Amulet
Bullet Beetle	Beetle Shell (outer shell), Amber (left half, right half), Stagnant Water (arm), Insect Stinger (tail horn)	Stagnant Water
Dire Wolf	Beast's Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast's Fang (head)	-

Royal Underground Path

Enemy Name	Items	Leader Item
Skeleton	Warrior's Arcanum (upper body), Bonemeal (both arms), Skull Receptacle (head), Black Crystal (lower body)	Broken Amulet
Bullet Beetle	Armored Beetle Shell (outer shell), Amber (left half, right half), Stagnant Water (arm), Insect Stinger (tail horn)	Stagnant Water
Dire Wolf	Beast Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast's Fang (head)	
Skeleton Soldier	Bonemeal (both arms), Long Sword (weapon), Black Crystal (lower body), Dwarf Tincture (upper body)	Dead Ashes
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Goblin Tooth (head)	Leather Gloves
Ballistic Rhino	Spiral Arrowhead (Shield-front blade), Worn Shield (Arm Shield), Baraka (shield back, leg armor), Ram's Horn (horn tip), Pact Chain (horn base), Black Crystal (torso), Empty Shell (back armor), Iron Ore (tail)	Chainmail

Dipan Castle

Enemy Name	Items	Leader Item
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Small Demon Fang (head)	-
Skeleton Soldier	Bonemeal (both arms), Long Sword (weapon), Black Crystal (lower body), Dwarf Tincture (upper body)	Dead Ashes
Warning Jewel	Blue Soul Flame (nucleus)	Shrine Chronicles
Living Armor	Sharp Spearhead (weapon), Pact Chain (arm), Eyeball (head), Black Crystal (upper body), Empty Shell (lower body)	Leather Boots
Primordial Ooze	Bone Mace (tentacle tip), Tentacles (upper tentacle tip), Seafood (upper tentacle base), Heart Core (torso), Eyeball (head)	Earth Gem

Kythena Plains

Enemy Name	Items	Leader Item
Goblin	Bat Wing (wing), Iron Ore (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Small Demon Fang (head)	-
Dire Wolf	Beast Flesh (leg), Beast Pelt (torso), Meat Chops (tail), Beast's Fang (head)	-
Warning Jewel	Blue Soul Flame (nucleus)	Shrine Chronicles
Living Armor	Sharp Spearhead (weapon), Pact Chain (arm), Eyeball (head), Black Crystal (upper body), Empty Shell (lower body)	Leather Boots
Giant Bat	Bat Ear (ear), Meat Chops (torso), Bat Wing (wing)	Tome of Godspeed
Flying Fish	Fish Scales (torso), Seafood (tail)	Fish Scales

Serdberg Mountain Ruins

Enemy Name	Items	Leader Item
Kobold	Beast Pelt (head), Warrior's Arcanum (tail), Iron Ore (helmet, torso)	
Kobold Knight	Silver Sallet (helmet), Beast Pelt (head), Warrior's Arcanum (torso), Copper Coin (torso), Lucky Tail (tail), Koboldapult (weapon)	Warrior's Arcanum
Giant Hawk	Great Eagle Heart (right side), Raptor's Talon (wing), Feather (left side)	
Thunder Hawk	Thunderbreath Core (left side), Great Eagle Heart (right side), Charged Tail Feather (tail), Feather (wing)	Tome of Godspeed
Owlbear	Great Eagle Heart (upper body), Broken Claw (upper body), Indigo Plume (head feather), Beak (head), Feather (lower body)	Union Plume
Ghost	Blue Soul Flame (candlestick), Cursed Soul (candlestick left side), Flare Gem (candlestick right side)	Earth Gem
Sack Mimic (only when reinforcement)	Apothecary's Arcanum (bond), Thunder Gem (crushing), Brilliant Peacemaker (torso)	-
Crust Golem	Broken Claw (leg), Giant Pincers (arm, scissors), Blade Claw (tail), Ray Force (head horn), Golem Eye (light part after head horn is crushed), Geist Core (main body nucleus), Karsnaut (crushing 100%)	Fireproof Trinket
Wyvern	Dragon Gallstones (torso), Orientation Scales (head), Wyvern's Wingbone (wing)	Metal Buckler
Upper Lizard (when separate up)	Dragon Gallstones (torso), Orientation Scales (head), Wyvern's Wingbone (wing)	Metal Buckler
Lower Lizard (when separate down)	Holy Gem (torso), Red Dragon Bile (tail), Dragon's Talon (back leg), Unladen Swallow Scales (front leg)	-

Ancient Forest

Enemy Name	Items	Leader Item
Toxic Flower	White Flower Petal (head), Poison Seed (torso), Nightshade (petal)	Lily
Thunder Hawk	Wing Feather (wing), Great Eagle Heart, Thunderbreath Core, Charged Tailfeather (tail)	Tome of Godspeed
Owlbear	Great Eagle Heart (upper body), Broken Claw (upper body), Indigo Plume (head feather), Beak (head), Wing Feather (lower body)	Union Plume
Kobold Knight	Silver Sallet (helmet), Beast Pelt (head), Warrior's Arcanum (torso), Copper Coin (torso), Lucky Tail (tail), Kobold Lancer (weapon)	Warrior's Arcanum
Sack Mimic	Apothecary's Arcanum (bond), Thunder Gem (crushing), Brilliant Peacemaker (torso)	Foolproof Trinket
Goat Man	Heavy Crossbow (weapon), Lamb's Horn (horn), Lamb's Tooth (head), Piercing Imprint (right arm), Falcon Imprint (left arm), Shell Shade (front side), Tail Armor (rear side)	Lightningproof Trinket
Troll	Heart Core (upper body), Troll Clay (both arms, both legs), Apothecary's Arcanum (lower body)	Iron Helm
Cybersaur	Busted Sword	Flare Gem
Griffon	Griffon Talon (leg-back wing tip), Wing Feather (front wing), Pure White Plume (head adornment), Gargoyle's Wings (rear wing base), Garnet (head), Great Eagle Heart (torso), Feather (lower body), Jade Sealpouch (crushing 100%)	Charge Break
Kobold Warrior	Koboldriver (weapon), Adamantite (helmet), Beast Pelt (head, chest), Silver Coin (torso), Lucky Tail (tail)	-
Kobold King	Busted Spear (weapon), Eternal Silver (helmet), Sacred Spinel (head), Crown (chest), Gold Coin (torso), Lucky Tail (tail), Magician's Hat (crushing 100%)	Gold Coin

Turgen Mine

Enemy Name	Items	Leader Item
Wasp Nest	Legion (main force), Royal Jelly (task force)	Spectacles
Giant Snail	Stone Bullet (shell), Black Pearl (front shell), Adhesive (insides), Gas Ejector (belly leg), Honeysuckle Dew (mouth)	Union Plume
Lizard Lord	Monster Scales (tail, upper body), Fairy-in the-Box (belt), Piercing Imprint (weapon), Worn Shield (shield), Dragon Gallstones (lower body), Alligator Skin (tail)	Warrior's Arcanum
Damp Clayman	Bone Mace (fingertip), Solid Bone (tentacle base), Tentacles (upper tentacle tip), Electric Bone (upper tentacle base), Heart Core (torso), Eyeball (head)	The Cosmic Order
Queen Wasp	Indigo Plume (both upper feathers), Tuning Wing (both below feathers), Insect Claw (arm), Big Bugeye (head), Giant Amber (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Big Needle (tail tip), Olive Crown (crushing 100%)	Royal Jelly
Meteoric Swarm	Legion (main force), Tuning Wing (task force)	-
Gigantic Wasp	Indigo Plume (both upper feathers), Tuning Wing (both below feathers), Insect Blade (upper arm), Insect Claw (mid-arm, lower arm), Big Bugeye (head), Amber Core (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Lance Needle (tail tip), Rose Sealpouch (crushing 100%)	Royal Jelly

Audoula Temple on the Lake

Enemy Name	Items	Leader Item
Skull Fish	Seafood (head), Thunder Gem (Nose), Fish Phosphorus (torso), Tough Fin (tail)	
Lizard Man	Monster Scales (upper body), Alligator Skin (tail), Karsnaut (weapon), Empty Box (belt), Dragon Gallstones (lower body), Worn Shield (shield)	Viking Sword
Lizard Lord	Monster Scales (upper body), Fairy-in-the-box (belt), Dragon Gallstones (lower body), Piercing Imprint (weapon), Worn Shield (shield), Alligator Skin (tail)	Warrior's Arcanum
Strobila	Walkflower Root (Both Tentacles), Vegetable Seed (flower), Walkflower Tendril (mid tentacles), Electric Bone (torso), Wax Clump (stalk)	Warrior's Arcanum
Deep One	Mystic Cult Staff (weapon), Little Devil Heart (upper body), Burgundy Flask (lower body), Sabertooth (head)	Iceproof Talisman
Giant Crab	Giant Pincers (scissors), Stone Cutting Pincers (arm), Seafood (leg, shell), Tough Fin (tail), Ray Force (head horn), Golem Eye (light part after head horn is crushed), Geist Core (main body nucleus)	-
Kraken	Bone Mace (mid tentacles), Mace Head (Both Tentacles), Ammunition Shell (rear dragon head), Stone Bullet (rear dragon head), Tentacles (low leg), Vermillion Cartilage (head), Seafood (head upper part), Divine Time Giver (crushing 100%)	Overdrive

Sahma Desert

Enemy Name	Items	Leader Item
Giant Scarab	Insect Claw (front leg), Stone Bullet (torso), Beetle Shell (outer shell), Beetle Horn (head)	Holy Water
Sand Flower	White Flower Petal (head), Giant Amber (torso), Belladonna (petal)	Earth Gem
Desert Beast	Battering Ram's Horn (horn tip), Snakebelly Armor (tail), Empty Shell (back armor), Baraka (leg armor), Black Crystal (torso), Spiral Arrowhead (shieldfront), Hot Plate (rear shield face), Worn Shield (arm shield)	Prism Gem

Surts Volcano Caverns

Enemy Name	Items	Leader Item
Giant Scarab	Insect Claw (front leg), Stone Bullet (torso), Armored Beetle Shell (outer shell), Beetle Horn (Head)	
Fire Bat	Firemouse Fur (torso), Bat Cloak (wing), Bat Ear (ear)	
Skeleton Soldier	Hail Jewel (both arms), Lightning Stone (torso), Busted Staff (weapon), Flame Armor (armor), Eyeball (head)	The Cosmic Order
Hellhound	Flare Ore (tail), Beast Pelt (leg), Firebreath Core (torso), Beast's Fang (head)	
Red Jewel	Core Ruby (nucleus)	Flare Gem
Red Lizard	Piercing Imprint (weapon), Vermillion Scales (upper body), Worn Shield (shield), Alligator Skin (tail), Dwarf Tincture (lower body)	
Wild Lizard	Pyrotechnic Ore (torso), Dragon's Talon (tail), Unladen Swallow Scales (front leg), Spiked Claw (back leg)	Dwarf Tincture
Evolver	Flare Ore (right arm), Pyrotechnic Ore (left arm), Flamberge, Phosphate Ore (Lava both hands)	Flare Crystal
Evolver 2	-	Flare Crystal

Chateau Obsession

Enemy Name	Items	Leader Item
Will-o'-the-Wisp	Blue Soul Flame (Candlestick), Headless Doll (Candlestick both ends)	Shadow Gem
Satyr	Busted Bow (weapon), Lamb's Horn (horn), Lamb's Tooth (head), Piercing Imprint (right arm), Falcon Imprint (left arm), The Cosmic Order (torso), Shell Shade (front side), Tail Armor (rear side)	Keg
Giant Skeleton	Busted Greatsword (weapon), Skeleton Goblet (head), Cursed Soul, Blazebreath Core, Black Crystal, Bonemeal	Cuirass
Trash Demon	Burgundy Flask (lower body), Little Devil Heart (upper body), Busted Staff (weapon), Bat Wing (wing), Monster's Canine Tooth (head)	Thunder Gem
Troll Chief	Rotted Bludgeon (weapon), Troll Clay (both arms, both legs), Garnet (upper body), Heart Core (lower body), Monstrous Molar (head)	Apothecary's Arcanum
Dragon	Dragon Slayer (tail base), Dragon Scales (tail tip, leg), Dragon's Horn (horn), Dragon's Fang (head), Holybreath Core (upper body), Dragon's Talon (arm), Spiked Claw (wing), Dragon Sapphire (lower body)	-
Greater Demon	Lotus Wand (weapon), Demon Horn (horn), Dead Man's Gem (upper body), Demon's Blaze (lower body), Scarlet Alloy (right arm), Cerulean Alloy (left arm), Obsidian Claw (wing), Demon's Hoof (both legs)	Flare Crystal
Berserker	Indigo Quartz (left up weapon), Teal Spinel (left below weapon), Polished Blue Ore (right upper weapon), Cerulean (right below weapon), Busted Greatsword (both upper arms)	-
Lady Cleo	Silverwork Orchid (main body, both mid mirrors), Mirror Fragment (both front mirrors, both back mirrors), Blue Soul Flame (dead spirit), Azure Sealpouch (crushing 100%)	Supreme Garb

Crawsus Forest Ruins

Enemy Name	Items	Leader Item
Vampire Bat	Beast Pelt (torso), Bat Cape (wing), Demon's Parabola (ear)	Union Plume
Disgusting Shell	Lightning Stone (mouth), Red Ejector (belly leg), Ammunition Shell (shell), Black Pearl (front shell), Adhesive (insides)	Union Plume
Tear Soul	Sacred Spinel (candlestick), Sprinter Cell (candlestick both ends)	Pearl Grass
Electrical Chip	Electricbreath Core (main force), Platinum Fly (task force)	Honeysuckle Dew
Phantom Lurker	Sacred Spinel (dead spirit), Mirror Fragment (both front mirrors, both back mirrors), Lotus Wand (both mid mirrors), Alchemy Wand (main body)	Holy Gem
Vampire	Rose Imprint (neck), Aura Force (upper body), Citrine (leg), Vampire Fang (head), Vampire Claw (both arms), Bat Wing (wing), Blood Jewel (lower body)	Shadow Gem
Bolt Dragon	Orientation Scales (head), Boltbreath Core (torso), Ghibli Scales (wing)	Apothecary's Arcanum
Unclean Glob	Hrunting (upper tentacle tip), Bone Mace (upper tentacle base), Tentacles (fingertip), Thick Bone (tentacle base), Heart Core (torso), Evil Eye Gem (head)	Lightningproof Talisman
Land Kraken	Kraken Fang (mid tentacles), Armor Piercer (rear tentacle tip), Stone Bullet (rear mid tentacles), Thick Bone (both tentacles), Tentacles (low leg), Vermillion Cartilage (head), Spider Fighter (head upper part)	Earthproof Talisman
Shaman Chief	Abyss Cloak (back cape), Cerulean Alloy (both ends cape), Scarlet Alloy (front cape), Ray Force (both arms), Mask Fragment (head), Thor's Rage (right side), Solar Jewel (left side)	-
Wild Troll	Elixir (lower body), Garnet (upper body), Polished Red Ore (weapon), Troll Clay (both arms, both legs), Warped Teeth (head)	Prime Elixir
Hydra Dragon	Sapphire (torso), Metabolizer (tail), Poisonbreath Core (left head), Dragon's Fang (left rear head), Blackbreath Core (right head), Gasbreath Core (right rear head), Verdigris Scales (neck base)	Fairy Tincture

Dragonscript

Enemy Name	Items	Leader Item
Gun Fish	Fish Scales (head), Swordfish Snout (Nose), Blue Bubble Core (torso), Seafood (tail)	Ice Gem
Green Coral	Bone Mace (Both Tentacles), Mace Head (mid tentacles), Vermillion Cartilage (torso), Metabolizer (stalk), Seafood (flower)	Apothecary's Arcanum

Palace of the Venerated Dragon

Enemy Name	Items	Leader Item
Phantom Guardian	Red Soul Flame (Candlestick), Eternal Flame (Candlestick left side), Holy Water (Candlestick right side)	Union Plume
Iron Golem	Worn Shield (1st shield), Copper Splint (2nd shield), Damascus Ore (3rd, 5th shield), Adamantite (4th shield), Golem Eye (head), Golem Heart (torso)	Guard Potion
Spectral Knight	Busted Spear	Apothecary's Arcanum
Gigantic Claws	Stone Cutting Pincers (arm, scissors), Axe Crust (shell, tail), Seafood (shell, leg), Serstine-lock-gun (head horn), Gremlin Core (main body nucleus), Aura Force (light part after head horn is crushed)	Nectar Potion
Green Jewel	Core Emerald (nucleus)	Prism Gem
Dragon Bat	Flamebreath Core (torso), Orientation Scales (head), Ghibli Scales (wing)	Holy Crystal
Necromancer	Abyss Cloak (back hood), Cerulean Alloy (both ends cape), Scarlet Alloy (front cape), Ray Force (both arms), Mask Fragment (head), Thor's Rage (right side), Solar Jewel (left side)	Spell Potion
Dryad	Tough Fin (fillet), Cutting Claw (arm), Red Boots (tail), Evil Eye Gem, Electric Bone (head)	Elixir
Muscular Stalker	Polished Red Ore (right upper weapon), Scarlet Alloy (right below weapon), Rose Quartz (left up weapon), Fuchsia Spinel (left below weapon), Hrunting (lower arm), Busted Sword	Might Potion
Dragon Zombie	Platinum Fly (back leg), Obsidian Claw (front leg), Rotted Scales (tail), Dragonmaggots (chest), Spectral Wing (wing), Dragon Skull (head), Dragon Rib (torso)	Earth Crystal

Sukavia Gorge

Enemy Name	Items	Leader Item
Ice Devil	Rose Quartz (weapon), Monster's Canine Tooth (head), Burgundy Flask (lower body), Drainwing (wing), Icebreath Core (upper body)	Idun's Apples
Ice Troll	Indigo Quartz (weapon), Ymir's Tear (lower body), Troll Clay (both arms, both legs), Garnet (upper body), Monstrous Molar (head)	Witch's Arcanum
Winter Wolf	Scarlet Fang (head), Obsidian Claw (leg), Icebreath Core (torso), Beast's Flesh (tail)	Tome of Godspeed

Royal Underground Path

Enemy Name	Items	Leader Item
Gigantic Moth	Honeysuckle Dew (mouth), Jet Ejector (belly leg), Ammunition Shell (shell), Giant Pearl (front shell), Metabolizer (insides), Prime Elixir (insides)	Elixir
Flying Killer	Green Bubble Core (head, torso), Narwhal Tooth (Nose), Seafood (tail)	Pearl Grass
Meteoric Swarm	Legion (main force), Tuning Wing (task force)	Fireproof Trinket
Lizard Knight	Fairy-in-the-Box (belt), Alligator Skin (tail), Evergreen Scales (upper body), Copper Splint (shield), Green Gallbladder (lower body), Vermillion Scales (tail), Sharp Spearhead (weapon)	Holy Gem
Beast Fort	Ram's Horn (horn tip), Hollow Shell (back armor), Black Crystal (torso), Baraka (leg armor), Snakebelly Armor (tail), Assault Missile (shieldfront), Mithril Ore (Rear Shield Face), Damascus Ore (Arm Shield)	Nectar Potion
Aesir (Guards)	Busted Sword	-
UII	Doublecross (crushing 100%)	Foolproof Talisman

Forest of Spirits

Enemy Name	Items	Leader Item
Mimetic Flower	Toxic Seed (flower), Nightshade (petal), Poison Seed (torso)	Tome of Godspeed
Carnivorous Plant	Vegetable Seed (torso), Walkflower Root (mid tentacles), Walkflower Blade (Both Tentacles), Wax Clump (stalk), White Flower Petal (flower)	Elixir
Elven Hawk	Electricbreath Core (left side), Great Eagle Heart (right side), Wing Feather (wing), Windswept Tailfeather (tail)	Spectacles
Sky Lizard	Red Dragon Bile (torso), Bora Scales (wing), Sabertooth (head)	Flare Crystal
Elven Wolf	Colossal Canine Tooth (head), Beast Pelt (torso), Blade Claw (leg), Beast's Flesh (tail)	Iceproof Talisman
Kobold Warrior	Koboldriver (weapon), Adamantite (helmet), Beast Pelt (head), Silver Coin (torso), Lucky Tail (tail)	Apothecary's Arcanum
Kobold Lord	Busted Spear (weapon), Mithril Ore (helmet), Magician's Hat (head), Gold Coin (torso), Noble Cloak (armor), Lucky Tail (tail)	Union Plume
Lizard King	Busted Greatsword (weapon), Damascus Ore (shield), Crown (head), Fairy-in-the-Box (belt), Evergreen Scales (upper body), Green Gallbladder (lower body), Vermillion Scales (tail)	Union Plume
Life Stealer	Busted Sword	Nectar Potion
Sharp Scissors	Sharp Scissor Heart (upper body), Scissorhand (arm), Citrine (leg), Rose Imprint (head), Desolation Gem (lower body), Sharp Scissor Wing (wing)	Shadow Crystal
Prince of Hel	Iron Ore (weapon), Monster's Canine Tooth (head), Indigo Quartz (upper body), Desolation Gem (lower body), Steelwing (wing)	Silence Check

Dipan Castle (After Chapter 5)

Enemy Name	Items	Leader Item
Holy Order	Busted Spear	Valor Greaves
Capricorn	Busted Bow (weapon), Warped Horn (horn), Warped Teeth (head), Assault Missile (left arm), Protection Shade (torso), Solar Jewel (front side), Baraka (rear side)	Dwarf Tincture
Capricorn Leader	Assault Missile (weapon), Warped Horn (horn), Warped Teeth (head), Vortex Crest (right arm), Protection Shade (torso), Solar Jewel (front side), Steel Horseshoe (rear side)	Foolproof Trinket
Gentleman	Fairy Tincture (bond), Flare Crystal (crushing), Trade Card (torso)	Flare Crystal

Ravine Caverns

Enemy Name	Items	Leader Item
Life Stealer	Trickster Imprint (upper body), Busted Sword	Nectar Potion
Persistent Pursuer	Indigo Quartz (left up weapon), Polished Green Ore (right upper weapon), Chartreuse Spinel (right below weapon), Busted Sword	Might Potion
Aesir (Archers)	Spirit Tincture (crushing), Elvenbow (weapon), Rune Crown (hat)	
Aesir (Patrol)	Witch's Arcanum (crushing), Busted Sword	Union Plume
Sharp Scissors	Citrine (leg), Sharp Scissors Wing (wing), Sharp Scissor Heart (head), Rose Imprint (upper body), Scissorhand (arm), Desolation Gem (lower body)	Shadow Crystal
Gentleman	Fairy Tincture (bond), Flare Crystal (crushing), Trade Card (torso)	-
Capricorn Leader	Assault Missile (weapon), Warped Horn (horn), Warped Teeth (head), Vortex Crest (right arm), Protection Shade (torso), Solar Jewel (front side), Steel Horseshoe (rear side)	Foolproof Trinket
Tyrannosaurus Rex	Red Horn (horn), Scarlet Exhalation (head), Dragon Palm (both arms), Spiked Claw (wing), Evergreen Scales (both legs), Dragon Emerald (upper body), Verdigris Scales (lower body), Dragon Slayer (tail base), Verdigris Scales (tail tip)	Prism Gem

Bifrost

Enemy Name	Items	Leader Item
Aesir (Rescuers)	Spirit Tincture (crushing), Elvenbow (weapon), Rune Crown (hat)	Full Plate
Dimension Beast	Kraken Fang (mid tentacles), Mace Head (Both Tentacles), Bullets of Evil (rear snake head), Armor Piercer (rear central snake head), Tentacles (low leg), Vermillion Cartilage (head), Fairy Tincture (head upper part), Full Plate (crushing)	Full Plate
Aesir (Defenders)	Copper Signet (crushing), Busted Sword	-
Heimdall	Gjallarhorn (crushing 100%)	Golden Egg

Yggdrasil

Enemy Name	Items	Leader Item
Aesir (Guards)	Busted Sword	Fireproof Talisman
Hresvelgr	Great Eagle heart (torso), Windswept Tailfeather (tail), Boltbreath Core (leg), Crimson Feather (wing)	Holy Crystal
Wild Wolf	Sabertooth (head), Core Spinel (torso), Obsidian Claw (leg), Beast's Flesh (tail)	
Armor Beetle	Armor Piercer (outer shell), Guard Potion (torso), Insect Claw (front leg), Beetle Horn (horn)	
King Slug	Metabolizer (mouth, insides), Red Barrel (belly leg), Armor Piercer (shell), Giant Pearl (front shell)	
Idisi	Vermillion Cartilage (head), Rising Dragon Talon (both arms), Pulverizing Bone (fillet), Eyeball (torso), Emerald Heart Core (tail)	Sage's Arcanum
Fatal Vermin	Might Potion (torso), Toxic Seed (flower), Red Flower Petal (petal)	
Roper	Emerald Heart Core (torso), Pulverizing Bone (mid tentacles), Wax Clump (stalk), Elixir (flower)	
Black Jewel	Core Ruby (nucleus)	
Human Sacrifice	Red Soul Flame (Candlestick), Headless Doll (Candlestick right side), Eternal Flame (Candlestick left side)	Shadow Crystal
Strayer	Bone Mask (head), Aura Force (arm), Chaos Force (left side), Tome of Necromancy (right side), Bone Relief (both ends cape), Abyss Cloak (Rear Cape)	Thunder Crystal
Gluttonous Bug	Indigo Plume (Upper Wing), Tuning Wing (Lower Wing), Platinum Fly (head), Insect Blade (arm), Amber Core (upper body), Royal Jelly (lower body), Banshee Scales (tail base), Lance Needle (tail tip)	Union Plume
Giant Troll	Petrified Ash (weapon), Garnet (upper body), Colossal Canine Tooth (head), Blood Jewel (lower body), Troll Clay (both arms, both legs)	Union Plume
Highlander	Indigo Quartz (left up weapon), Chartreuse Spinel (right below weapon), Polished Green Ore (right upper weapon), Busted Greatsword (both upper arms), Busted Sword	Dragon Slayer
Invasive Arsonist	Solar Jewel (head), Phosphate Ore (Lava both arms), Flare Ore (right arm), Pyrotechnic Ore (left arm), Adamantite (both legs)	Fireproof Talisman
Abyss Dragon	Rotted Scales (tail), Undead Dragon Bone (head), Dragon Rib (torso), Dragonmaggots (chest part), Dragon Palm (front leg), Transparent Wing (wing), Blackened Scales (back leg), Golden Egg (crushing)	Double Check
Odin	-	Noble Elixir

Hall of Valhalla

Enemy Name	Items	Leader Item
Aesir (Guards)	Blue Gale (weapon), Rune Crown (hat), Phoenix Garb (main body)	Union Plume
Aesir (Guards)	Broken Blade (weapon), Phoenix Garb (main body), Witch's Arcanum (crushing)	Union Plume
Deathdog	Sabertooth (head), Toxicbreath Core (torso), Beast's Flesh (leg), Adamantite (tail)	Earth Crystal
Guardian Diva	Orichalcum (1st shield), Damascus Ore (2, 4th shield), Mithril Ore (3rd shield), Adamantite (5th shield), Aura Force (head), Mithril Plate (torso)	
Sacred Sack	Fairy Tincture (bond), Shadow Crystal (crushing), Sacred O Part (torso)	Fairy Tincture
Magic Mirror	Mirror of the Lake (both front mirrors), Witch's Arcanum (both mid mirrors), Evil Armor (both back mirrors), Core Spinel (dead spirit), Silver Vine Frame (main body)	Witch's Arcanum
Red Dragon	Red Horn (horn), Red Fang (head), Dragon Palm (arm), Crimson Scale (leg, tail tip), Dragon's Wingbone (wing), Dragon Ruby (upper body), Scarlet Exhalation (lower body), Ascalon (tail base)	Flare Crystal
Divine Slave	Solar Jewel (right upper weapon), Thor's Rage (right below weapon), Ymir's Tear (left up weapon), Deep Doom (left below weapon), Busted Sword	
Silver Dragon	Emerald Horn (horn), Scarlet Exhalation (head), Dragon Palm (both arms), Spiked Claw (wing), Evergreen Scales (both legs), Dragon Emerald (upper body), Verdigris Scales (lower body, tail tip), Dragon's Fang (tail base)	Prism Crystal
Freya	-	-

Tower of Lezard Valeth

Enemy Name	Items	Leader Item
Rotting Demon	Black Skull (head), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Blackbreath Core (head), Deep Doom (upper body), Augite of Life (lower body), Bonemeal (both legs)	Valor Armor
Elder Bat	Firemouse Fur (torso), Black Wing Skin (wing), Demon Parabola (ear)	Spectacles
Gigantic Dragon	Tailbanger (tail), Verdigris Scales (back leg), Evergreen Scales (torso), Homing Scales (front leg)	Guard Potion
Undead Master	Chaos Force (both arms, right side), Abyss Cloak (both ends cape), Dark Amulet (Rear Cape), Bone Relief (Front Cape), Bone Mask (head), Undead Book (left side)	
Prism Jewel	Soul Pearl (nucleus)	Prism Crystal
EMETH	Orichalcum (1,2nd shield), Mithril Ore (3rd shield), Eternal Silver (4th shield, torso), Adamantite (5th shield), METH Seal (head)	Aspect Stone
Baphomet	Lamb's Tooth (head), Warped Horn (horn), Tathlum (weapon), Sylphide's Arrowhead (left arm), Vortex Crest (right arm), Dark Votive Cup (torso), Thor's Rage (front side), Steel Horseshoe (rear side)	Elixir
Paragriffon	Evergreen Feather (rear wing base), Indigo Plume (Head Adornment), Drilling Beak (head), Griffon Talon (back wing tip), Gargoyle's Wings (front wing), Wing Feather (upper body), Eternal Silver (chest part, lower body)	Idun's Apples
Nymph	Helgi's Sword (head), Evil Eye Gem, Emerald Heart Core (tail), Bonafide Bone (fillet), Cutting Claw (arm)	Fairy Tincture
Type 44 Demon	Caduceus (weapon), Diablo Horn (horn), Fool's Gem (upper body), Demon's Blaze (lower body), Black Wing (wing), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Demon's Hoof (leg)	Witch's Arcanum
Elder Vampire	Vampire Claw (arm), Rose Imprint (neck), Vampire Heart (torso), Bloodsucking Fang (head), Rune Greaves (leg), Black Wing (wing)	Ice Crystal
Pyrohydra	Boltbreath Core, (left rear head) (middle head), Thunderbreath Core (left front head, right front head), Electricbreath Core (right rear head), Crimson Scales (Neck Base), Dragon Ruby (torso), Wild Calis (tail)	Wild Chalice
Lord Bat	Black Wing (wing), Beast Pelt (torso), Demon Parabola (ear)	-
Vampire Lord	Bloodsucking Fang (head), Vampire Claw (arm), Rune Greaves (leg), Black Wing (wing), Ray Force (after head destroyed, red gem), Rose Imprint (back), Vampire Heart (torso), Vampire Sword (crushing)	Prime Elixir
Slight Devil	Busted Spear	-
Gigantic Troll	Petrified Ash (weapon), Colossal Canine Tooth (head), Troll Clay (both arms, both legs), Garnet (upper body), Blood Jewel (lower body), Rune Helm (crushing)	Sage's Arcanum
Slop	Thick Bone (upper tentacle tip), Bonafide Bone (fingertip, tentacle base, upper tentacle base), Emerald Heart Core (torso), Evil Eye Gem (head)	Nectar Potion
Castle Cannon	Drilling Ram's Horn (horn tip), Sage's Arcanum (horn base), Assault Missile (Shield-front blade), Adamantite (shield all), Mithril Ore (shield back), Steel Horseshoe (torso), Empty Shell (back armor), Augite of Life (leg armor), Eternal Silver (tail)	-
Homunculus Silmeria	-	-
Homunculus Lezard	Rune Greaves (crushing 100%)	-
Lezard Valeth	-	Alchemy Book

Seraphic Gate

Enemy Name	Items	Leader Item
Dirna Hamilton	-	Overdrive
Demishadow	Foolproof Talisman (crushing)	-
Determined Dirna	Truthade (crushing)	Noble Elixir

1st Floor

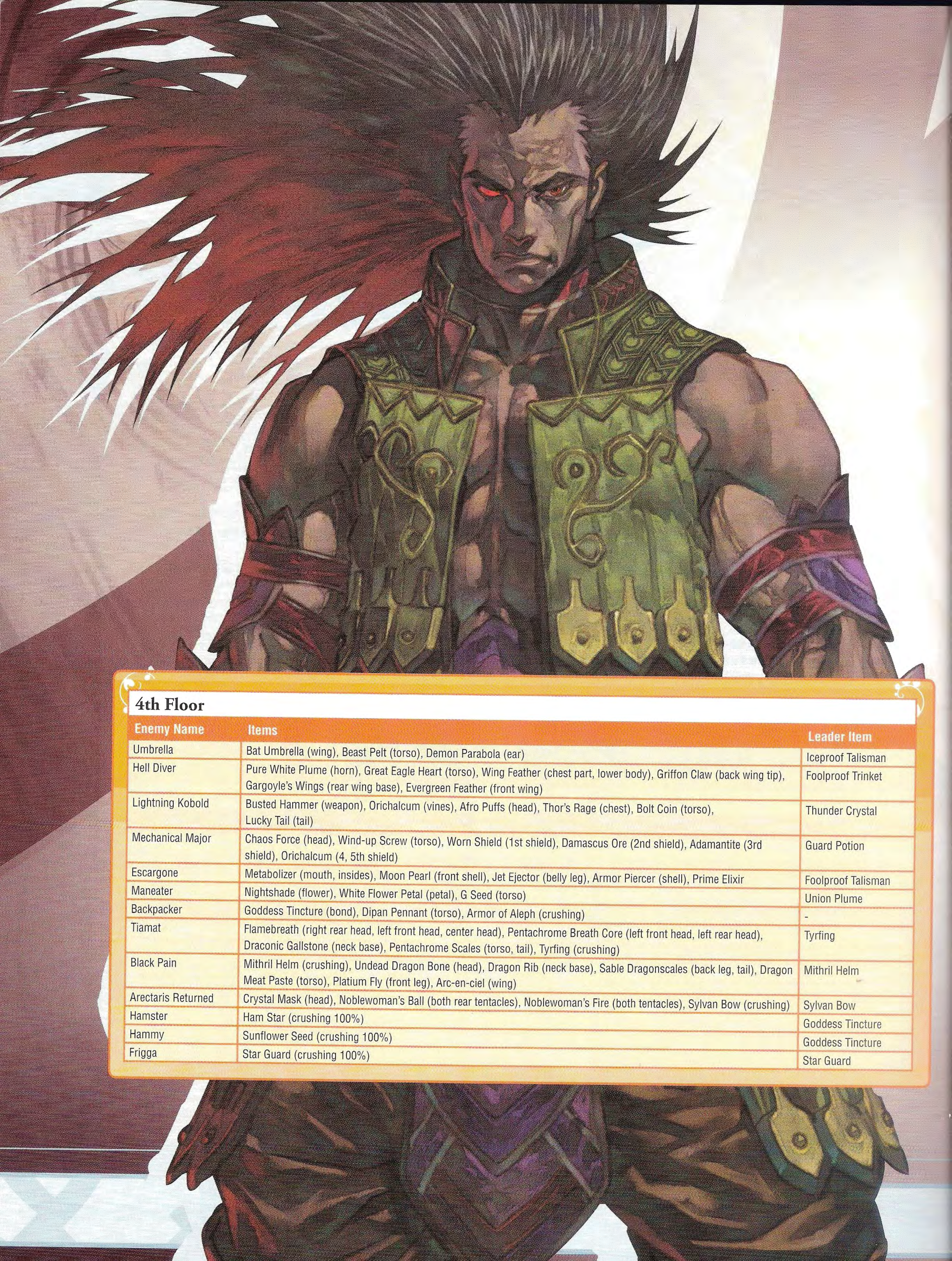
Enemy Name	Items	Leader Item
Phantom Flame	Eternal Flame (Candlestick, Candlestick left side), Firefly Fire (Candlestick right side)	Witch's Arcanum
Kill Bone	Black Skull (head), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Darkbreath Core (back), Dark Matter (torso), Bonemeal (leg)	
Berserk Warrior		Nectar Potion
Hell's Cannon	Ymir's Tear (weapon), Diablo Horn (horn), Demon's Right Arm (right arm), Demon's Left Arm (left arm), Demon's Hoof (leg), Black Wing (wing), Fool's Gem (upper body), Dark Matter (lower body)	Union Plume
Abyssinian Demon	Busted Hammer (weapon), Monster's Canine Tooth (head), Steelwing (wing), Trickster Imprint (upper body), Burgundy Flask (lower body)	Lotus Wand
Soul Summoner	Bone Mask (head), Dark Matter (Front Cape), Dark Amulet (both ends cape), Abyss Cloak (Rear Cape)Chaos Force (arm, right side), Tome of Necromancy (left side)	-
Gabriel Celeste	tri-Emblem (pit), Busted Spear	Wand of Apocalypse

2nd Floor

Enemy Name	Items	Leader Item
Stray Gods (Pure)	Busted Sword	Foolproof Trinket
Walla Walla	Crimson Wasp (main force), Tuning Wing (task force)	Elixir
Fish & Chips	Green Bubble Core (head, torso), Narwhal Tooth (Nose), Seafood (tail)	Ice Gem
Hammer Beetle	Insect Blade (torso), Armored Beetle Shell (front leg), Banshee Scales (tail horn)	Fireproof Talisman
Type 22 Demon	Stone Cutting Scissors (arm, scissors), Prism Crystal (head horn), Chaos Force (Light part after head horn is crushed), Gremlin Core (main body nucleus), Seafood (leg), Axe Crust (tail)	Spirit Tincture
Cosmic Visitor	Rainbow Scales (head, torso, Tail), Fairy-in-the-Box (belt)	Aspect Stone
Veil Kraken	Demon's Right Arm (mid tentacles), Bonafide Bone (Both Tentacles), Bullets of Evil (Rear snake head), Seafood (rear center snake head), Tentacles (low leg), Seafood (head upper part)	Iceproof Talisman
Damp Clayman	Incense (right tentacle tip), Bonafide Bone (left tentacle tip), Thick Bone (right tentacle base), Mace Head (left tentacle base), Green Bubble Core (torso), Eyeball (head)	Lightningproof Talisman
Heimdall	Demon Sword "Nefarious" (crushing)	Demon Sword "Nefarious"
Ull in Highsocks	Soothsayer Bow (crushing)	Soothsayer Bow
Round and Sticky	Red Flower Petal (flower), Seafood (stalk), Demon's Right Arm (front tentacle right side), Demon's Left Arm (front tentacle left side), Bone Mace (Both Tentacles), Emerald Heart Core (torso)	-
Dog Lezard	Tome of Alchemy (book), Iron Ore (vine), Beast Pelt	-
Woden	Sylphan Robe (crushing 100%)	Sylphan Robe

3rd Floor

Enemy Name	Items	Leader Item
Thunderbird	Great Eagle Heart (right side), Thor's Rage (left side), Windswept Tailfeather (Tail), Raptor's Talon (wing)	Lightningproof Talisman
Hound of Tindalos	Flamebreath Core (torso), Beast Pelt (leg), Sabertooth (head), Beast Flesh (Tail)	
Sagittarius	Broken Bow (weapon), Warped Teeth (head), Warped Horn (horn), Sylphide's Arrowhead (left arm), Protection Shade (upper body), Eternal Silver (torso), Orichalcum (lower body), Vortex Crest (right arm)	Tome of Godspeed
Reject No. 666		Sage's Arcanum
Homunculus Copy	Mithril Crown (crushing)	Mithril Crown
Insect King	Insect King's Wing (lower wing), Platinum Eye (head), Insect Blade (lower arm), Lance Needle (tail tip)	Earthproof Talisman
Homunculus Hrist	Mithril Greaves (crushing)	Mithril Greaves
Sunspot Visitor	Solar Jewel (head), Flare Ore (right arm, Lava right arm), Pyrotechnic Ore (left arm, Lava left arm), Flare Ore (torso), Adamantite (both legs)	Sage's Arcanum
Sunspot Visitor (Lava Form)		Prime Elixir
Obsessed Ex	Crystal Lenneth (both hands), Metallic Lenneth (both legs), Amber Lenneth (cape), Full-color Lenneth (near head or chest), Gungnir (crushing 100%)	Gungnir



4th Floor

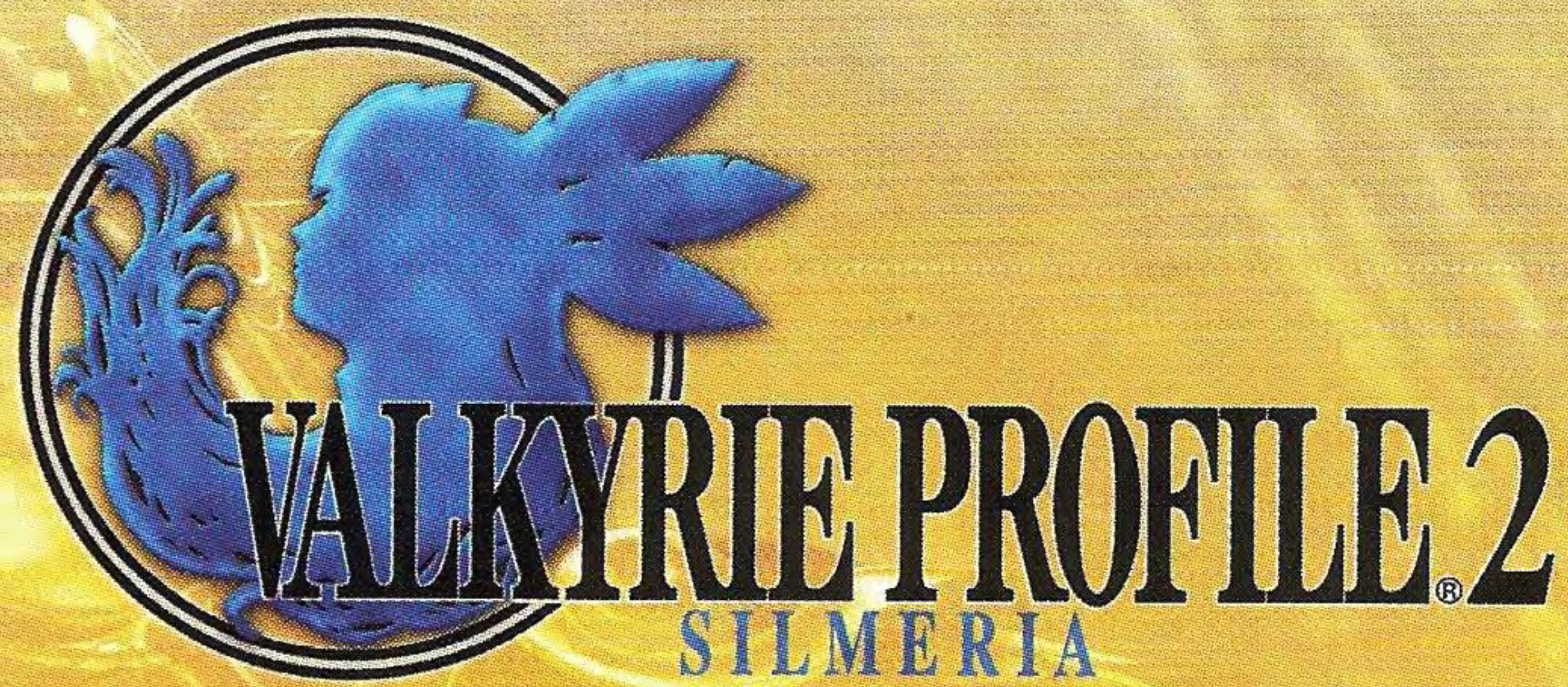
Enemy Name	Items	Leader Item
Umbrella	Bat Umbrella (wing), Beast Pelt (torso), Demon Parabola (ear)	Iceproof Talisman
Hell Diver	Pure White Plume (horn), Great Eagle Heart (torso), Wing Feather (chest part, lower body), Griffon Claw (back wing tip), Gargoyle's Wings (rear wing base), Evergreen Feather (front wing)	Foolproof Trinket
Lightning Kobold	Busted Hammer (weapon), Orichalcum (vines), Afro Puffs (head), Thor's Rage (chest), Bolt Coin (torso), Lucky Tail (tail)	Thunder Crystal
Mechanical Major	Chaos Force (head), Wind-up Screw (torso), Worn Shield (1st shield), Damascus Ore (2nd shield), Adamantite (3rd shield), Orichalcum (4, 5th shield)	Guard Potion
Escargone	Metabolizer (mouth, insides), Moon Pearl (front shell), Jet Ejector (belly leg), Armor Piercer (shell), Prime Elixir	Foolproof Talisman
Maneater	Nightshade (flower), White Flower Petal (petal), G Seed (torso)	Union Plume
Backpacker	Goddess Tincture (bond), Dipan Pennant (torso), Armor of Aleph (crushing)	-
Tiamat	Flamebreath (right rear head, left front head, center head), Pentachrome Breath Core (left front head, left rear head), Draconic Gallstone (neck base), Pentachrome Scales (torso, tail), Tyrfing (crushing)	Tyrfing
Black Pain	Mithril Helm (crushing), Undead Dragon Bone (head), Dragon Rib (neck base), Sable Dragonscales (back leg, tail), Dragon Meat Paste (torso), Platium Fly (front leg), Arc-en-ciel (wing)	Mithril Helm
Arectaris Returned	Crystal Mask (head), Noblewoman's Ball (both rear tentacles), Noblewoman's Fire (both tentacles), Sylvan Bow (crushing)	Sylvan Bow
Hamster	Ham Star (crushing 100%)	Goddess Tincture
Hammy	Sunflower Seed (crushing 100%)	Goddess Tincture
Frigga	Star Guard (crushing 100%)	Star Guard

5th Floor

Enemy Name	Items	Leader Item
Slop	Jade Cartilage (head), Evil Eye Gem, Rising Dragon Talon (both arms), Bonafide Bone (both fillet), Soul Pearl (tail)	Spirit Tincture
Ghost in the Mirror	Silverwork Orchid (mirror), Silver Vine Frame (mirror), Mirror of the Lake (mirror), Red Soul Flame (dead spirit)	Nectar Potion
Mystical Saurian	Evil Eye of Death (head), Khamsin Scales (both wing), Black Dragon Gallstone (torso)	-
Upper Saurian	Evil Eye of Death (head), Khamsin Scales (both wing), Black Dragon Gallstone (torso)	-
Lower Saurian	Khamsin Scales (torso), Homing Scales (front leg), Sable Dragonscales (back leg), Pentachrome Scales (tail)	-
Walther	Ether Crown (crushing)	-
Gyne	Ether Crown (crushing)	-
Sword Master	Deep Doom (right upper weapon), Thor's Rage (right below weapon), Ymir's Tear (left up weapon), Solar Jewel (left below weapon), Busted Greatsword (left upper arm), Busted Sword	-
Bahamut	Magic Dragon Horn (horn), Evil Eye of Death (head), Scythe Claw (both arms), Dark Carapace (both legs), Dragon's Wingbone (wing), Shiningbreath Core (upper body), Sable Dragonscales (lower body), Dragonlord's Nerves (tail base), Sable Dragonscales (tail tip), Infinite Admiration (crushing)	Infinite Admiration
Ethereal Queen	Great Spear "Dinosaur" (weapon), tri-Emblem (pit), tri-Emblem (after crushing), Holy Wand of Telos (crushing 100%)	Holy Wand of Telos

2~5th Floor Dog Kennels

Enemy Name	Items	Leader Item
Dog Alicia	Busted Sword	-
Dog Hrist	Die-cast lance (weapon), Wing Feather (helmet), Beast Pelt (head), Scratch Paper Book (chest), Copper Coin (torso), Prime Elixir (tail), Double-sided Tape	
Dog Rufus	Broken Bow (weapon), Double-sided Tape (vine), Winded Bandanna (head), Kobold Shirt (chest), Third Proof (torso), Lucky Tail (tail)	Short Bow
Lord of the Undead	Meat Chops (meat), Bloodsucking Fang (vine), Wiggled-out Wig (head), Foolproof Trinket (chest), Purple mirror (torso), Lucky Tail (tail)	
Dog Arngrim	Broken Blade (weapon), Double-sided Tape (vine), Wiggled-out Wig (head), Overdrive (chest), New Item Catalog (torso), Lucky Tail (tail)	
Dog Odin	Gungnear (weapon), Wisdom Wig (helmet), Double-sided Tape (head), Allfather Kobold Shirt (chest), Bolt Coin (torso), Prime Elixir (tail)	
Dog Freya	Crystal Ball (weapon), Freya's Cap (hat), Beast Pelt (head), Thing which gathers (chest), Bolt Coin (torso), Prime Elixir (tail)	
Dog Lenneth	Die-cast lance (weapon), Wing Feather (helmet), Overdrive (head), Warrior Woman Kobold Mail (chest), Silver Coin (torso), Goddess Tincture (tail)	
Dog Silmeria	Die-cast lance (weapon), Wing Feather (helmet), Beast Pelt (head), Warrior Woman Kobold Mail (chest), Gold Coin (torso), Prime Elixir (tail)	



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Written by Adam Deats and Phillip Marcus

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